PLAYSTATION 2 MAGAZINE

PSM2

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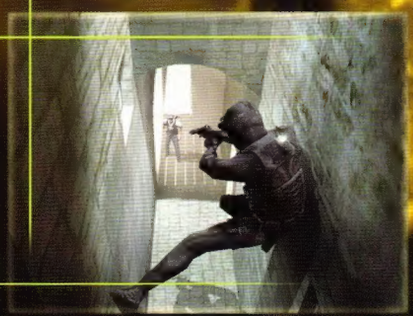

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52 METAL GEAR SOLID 3

We've finished it! Find out how Snake saves the best until last in our 100% spoiler-friendly review.

THIS MONTH YOU NEED TO READ...

PS3 IN 2006

IT'S A MONSTER

Sony unveil first PS3 details – a mega console capable of 16 *trillion* calculations per second. What?!

12

RESIDENT EVIL 4

CONFIRMED FOR 2005

Nintendo's best game defects to PS2 – discover why we've never been so excited about a zombie holocaust.

16

XMAS SHOCKER

R.I.P NEW GAMES?

Find out why the Christmas sales chart spells bad news for fans of original games – shock victims exposed.

20

GTA: SAN ANDREAS

TIPPED AND MAPPED

Sick of inferior advice and pointless guides? Here's everything you *need* to complete *GTA: SA* 100% – chutney free.

83

YOU NEED TO WATCH...

ISSUE 57'S FREE DVD

STAR WARS EPISODE THREE GAME FOOTAGE!

Look – it's far better than the rehashed cinematic teaser trailer. See where Obi Wan and Anakin duel it out on the lava planet. Fear the dark side of the force. Pray the game won't be total and utter shi...

Contents

PLAYING PLAYSTATION 2, LONGER, HARDER, FASTER

52
REVIEWS
METAL GEAR SOLID 3
★ We're the only mag to finish it. And we've the only review worth reading.

68 **FUTURE TACTICS**

38 **SHADOW OF ROME**

73 **GUILTY GEAR X2: RELOAD**

66 **OUTLAW GOLF 2**

★ The ultimate guide – brought to you in collaboration with OG Magazine...

69 **PREMIER MANAGER 04/05**

74 **CRASH N' BURN**

36 **COLD FEAR**

16 **PSP LATEST**

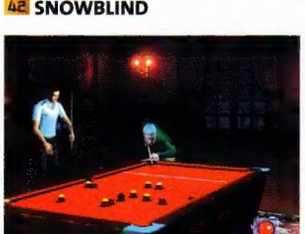
80 **DVD REVIEWS**

106 **PRO DOJO**

12 **PS3 LATEST**

62 **THE INCREDIBLES**

42 **SNOWBLIND**



73 **POOL SHARK 2**

★ Midway's gorefest returns in 2005. Read the FIRST NEWS on what's to come...

76 **RESIDENT EVIL OUTBREAK 2**

70 **KING ARTHUR**

nts

INSIDE THIS ISSUE!

69 KNIGHT RIDER 2

8 LETTERS

20 2005'S BIG GAMES

60 GHOST RECON 2

★ It's Christmas time. Avoid untimely sorrow with our definitive buyers' guide.

114 LAST LAUGH

30 CHARTS

16 RIDGE RACERS

★ The most surprising, best looking *Resi* ever fights its way onto PS2...

78 BLOOD WILL TELL

96 THE TRUTH

18 GRAN TURISMO 4

64 ACE COMBAT 5

72 U MOVE SUPER SPORTS

EVERYTHING IN THIS ISSUE...

ACCELERATOR

PlayStation 3 Latest pg12
Resident Evil 4 ..... pg14
Accelerator Extra pg15
PSP Latest pg16
Ken Kutaragi's Tech Speak Tourbus pg16
Gran Turismo 4 ..... pg18
Christmas Sales War pg20
2005's Big Games pg21

HANDS-ON

Project Snowblind pg32
Cold Fear pg36
Shadow of Rome pg38

REVIEWS

Metal Gear Solid 3 ..... pg52
Ghost Recon 2 ..... pg60
The Incredibles pg62
Ace Combat 5 ..... pg64
Outlaw Golf 2 ..... pg66
Future Tactics pg68
Premier Manager 2004/2005 ..... pg69
Knight Rider 2 ..... pg69
King Arthur pg70
U Move Super Sports pg72
Guilty Gear X2 ..... pg73
Pool Shark 2 ..... pg73
Crash 'N' Burn pg74
Resident Evil Outbreak: File 2 ..... pg76
Blood Will Tell pg78

DVD REVIEWS

The Lord of the Rings: The Return of the King – Special Edition pg80
I, Robot pg81
King Arthur pg81
The Ultimate Matrix Collection pg81
Animania pg81

PRO TIPS

The Getaway: Black Monday pg102
Goldeneye: Rogue Agent pg102
Need For Speed Underground 2 ..... pg102
The Urbz pg102
Jak 3 ..... pg103
Ratchet and Clank 3 ..... pg103
The Incredibles pg103
Resident Evil Outbreak: File 2 ..... pg103
WWE Smackdown Vs. Raw pg104
Mortal Kombat: Deception pg104

FEATURES

The Suffering 2 ..... pg22
PSM2's Christmas Cracker pg42
Grand Theft Auto: San Andreas – The Guide pg83

REGULARS

On the DVD pg7
Letters pg8
Subscriptions pg28
Charts pg30
Reviews Intro pg50
The Truth pg96
Pro Dojo pg106
Back Issues pg108
Next Month pg110
Last Laugh pg114

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METAL GEAR SOLID 3
SNAKE EATER
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PSM2

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WELCOME TO THE NEXT LEVEL. FASTEN SAFETY BELTS AND REMOVE PRECONCEPTIONS...

Welcome to an important issue of PSM2. Not only have we undergone a few cosmetic tweaks (besides Dan D getting a haircut, and Milf finally tweezing *that* nasal hair...) but the world of PlayStation and its games are on the brink of a major shift. Times are changing. PlayStation has changed (it's half the size for a kick off) and in a climate where dull 60%-scoring me-too games fight for the attentions of an audience increasingly lured by marketing and blurb it's easy to lose your way and forget what this is all about. Let's face it, that machine is over four years old. Isn't it all becoming too predictable? Too samey? Has the magic gone? If you let it, all that collective memory, experience and fun could quietly slip out of your brain altogether...

It's time to make a change. And there's no need to start with the man in the mirror. We're going to make the change for you. And, if you come with us, we'll all come up shinier than Ken Kutaragi's gold fillings and smell of a future so rosey that it'll remind you of why you got into videogames in the first place.

We're changing things. We're not going to suddenly start reviewing CDs. Or men's apparel. Or run interviews with people you don't care about or features about crap that's NOTHING TO DO WITH PLAYSTATION! [*And relax...*] And we're not going to dross-out our pages with games that – frankly – no-one wants to play. If we're all to get through the next year *still in love* with games it's time to start doing what we've always done *but even better*.

So expect to see more about the games you care about. Expect to see first looks of the games that you WILL be playing. Expect opinion that'll champion quality no matter where we find it and kick the face of shabbiness no matter how powerful the enemy we're making. There'll be new games from Japan that'll open your eyes to innovation. And there'll be the first news about PSP and PS3 every month, bringing a bold, exciting future and its games into your life each time you pick up the mag.

This is the PlayStation 2's next level. It may also be its last stand but these are the opening moments a beautiful symphony that's going to play us all into 2005 and beyond. Keep it PSM2. It's nice to have you with us. **Team PSM2**

PSM2 MAGAZINE PROMISE...

PSM2 is 100% independent. We write what we want, when we want. We don't ridicule popular opinion for the sake of controversy. Or generate hype without fact. We're not afraid to admit to our mistakes. And we're always first to put things right. We say it as we see it. Fact.

- Here at PSM2 we play every game we preview – that means genuine hands-on opinion, not what we've read about on the net.
- We're gamers just like you – and that's means we go into the kind of detail you demand. Check our sidebars for the latest facts and stats or screenshots that show off all the newest features.
- PSM2 is 100% editorially independent! You won't read the same quality of hard-hitting, informed, accurate – and, crucially, passionate – reviews anywhere else. And we can review games and reveal hardware other mags have to keep secret.
- We feature more screenshots than any other magazine.

ON THE DVD

THE BEST GAMES ■ THE BIGGEST DISC

IT'S ON THE DISC

If you see this logo stamped on a game it means that there's footage of it to watch on the DVD. Check the list over there to the right for each section's contents or just dive in and cruise, dude.

WATCH IT ON THE DVD VIDEO

ON THIS MONTH'S PSM2 DVD...

RESIDENT EVIL 4

Believe the hype – and try to believe your eyes. It's the most lush *Resi* ever.

GTA: SAN ANDREAS

Even MORE *'Dreas* this month. Check out Rockstar's 'Introduction' teaser trailer.

LATEST

All the latest news and rumours in one watchable TV-friendly burst. Sit back and know everything.

RESIDENT EVIL 4
- GTA: SAN ANDREAS
- METAL GEAR SOLID 3
- THE NIGHTMARE BEFORE CHRISTMAS
- MONSTER HUNTER
- STAR WARS: EPISODE 3
- FIFA STREET
- EYETOY: ANTIGRAV

HANDS ON

The place to see exclusive footage from all the hot games of the future.

AREA 51
- YS: ARK OF THE NAPISHTIM
- APE ESCAPE: PUMPED AND PRIMED
- GHOST IN THE SHELL
- FINAL FANTASY XII
- ENTHUSIA
- SNK VS CAPCOM
- CONSTANTINE
- TEENAGE MUTANT NINJA TURTLES 2

REVIEWS

Reviews for every new PS2 game. Complete with commentary from the team.

GTA: SAN ANDREAS
- CALL OF DUTY: FINEST HOUR
- THE URBZ: SIMS IN THE CITY
- THE GETAWAY: BLACK MONDAY
- FLATOUT
- WWE SMACKDOWN VS RAW
- RATCHET AND CLANK 3
- JAK 3
- GOLDENEYE: ROGUE AGENT
- RESIDENT EVIL OUTBREAK: FILE 2
- CRASH N' BURN
- THIS IS FOOTBALL 2005
- TOTAL CLUB MANAGER 2005
- EYETOY: PLAY 2
- SEGA SUPERSTARS
- FORD RACING 3
- ROBOTECH INVASION
- SCALER
- GUILTY GEAR X2
- POOL SHARK 2
- KNIGHT RIDER 2

MAKING OF

Forge an incredible bond with the developers that answered the technological call of duty.

THE MAKING OF CALL OF DUTY
- THE INCREDIBLES

CHRISTMAS CRACKER

It's a one-off special just for the festive season (and a chance to catch up on the reviews you missed).
- CHECK THE DISC FOR FULL CONTENTS!

HOW IT WORKS

- Don't panic! Your machine is not busted – it's just the brand new PSM2 DVD taking over your PS2's mind for a moment.
- Our new DVD is a piece of cake to navigate. Just click on the section you want to open a window revealing its contents.
- Latest: Not a sub-menu, but a movie in its own right. This is the very latest vids, squeezed in at the last minute. And now you can skip forwards and back!
- Hands-on: So big it comes in two parts. Select your part then click on the video you like the look of from the preview icons.
- Reviews: All the latest games reviewed – complete with the famous PSM2 team commentary. Sick of hearing Andy wibbling on in Scottish? Click down R2 to switch to the game soundtrack.
- Recommended: Quick links to our personal favourite bits.
- Extras: Quirky clips and... well... extra stuff and credits to enjoy. Go for it.
- Dojo: Your winning runs on your favourite games. Check page 108 for details.

DVD NAVIGATION

EXTRAS

■ Want some more? Here's where it's at:

SHOWREEL: In the absence of EyeToy pop videos this month – readers, come on! – we've decided to highlight the delightful feature that makes all the button-pressing chores go away.
RANDOM FACTOR: Surprise yourself by activating this function and taking a mystery tour of disc highlights.
CREDITS: Find out who does what. And give them credit for it.

DON'T MISS PSM2'S CHRISTMAS CRACKERS!

■ Don't start your last minute Christmas shopping until you've checked out our definitive guide to this year's 'must have' titles....

QUOTE OF THE MONTH: "HIS BEAUTIFUL SCOTTISH ACCENT WOULD SOUND GREAT."

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

► EMAIL: psm2@futurenet.co.uk – subject line 'Letters'

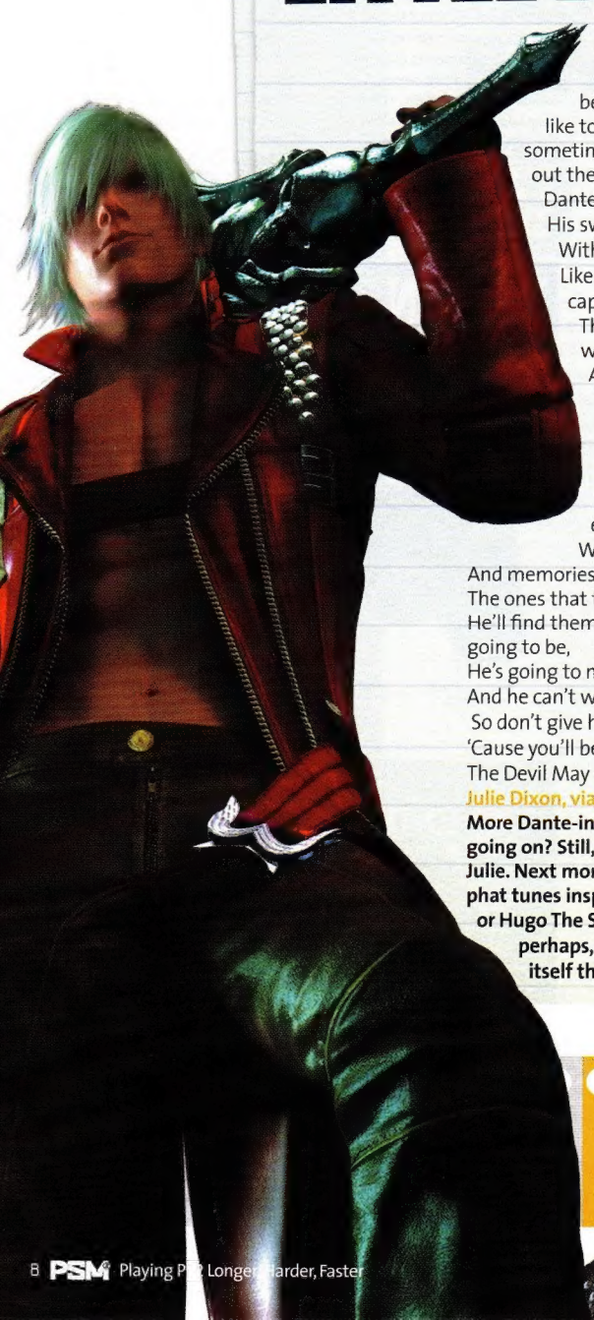
► WRITE TO: Letters, PSM2, Future Publishing, 30 Monmouth St, Bath, BA1 2BW

PSM2 WINNER!

Every issue, the writer of the Star Letter gets our eternal thanks PLUS a red hot package of PS2 goodies fresh from the PSM2 booty chest. Or is that chest booty? So entertain us and your fellow readers. Let the prattle commence!

ODE TO A DEVIL

ALL YOU LOVESTRUCK DANTE FANS, HERE'S A LITTLE DITTY...



► **Dear PSM2,**

I can't get enough of Dante from *Devil May Cry* and I've been totally obsessed with him since the game first came out, I'd like to see a big (I mean *huge*) feature on the new instalment of *DMC3* sometime in the future. In the meantime, for all you lovestruck Dante fans out there, here's a little ditty to keep you going:

Dante stood on the top of a hill,
His sword in his hand and ready to kill,
With snow white hair and eyes of blue,
Like windows to his soul, they'll capture you,
The face of an angel and a warrior's heart,
And he alone must play his part.
His destiny is to fight for good,
To save mankind, for only he could,
No greater champion has there ever been,
With the biggest sword you've ever seen,
With a tragic loss the pain cuts deep,
And memories are all he has to keep.
The ones that took his family,
He'll find them and messy it's going to be,
He's going to make all of them pay,
And he can't wait to see that day.
So don't give him the evil eye,
'Cause you'll be dead and
The Devil May Cry.

Julie Dixon, via e-mail

More Dante-inspired poetry. What's going on? Still, good work there, Julie. Next month: bustin' out some phat tunes inspired by Largo Winch or Hugo The Shitheel. Or even, perhaps, the sound of death itself that Milf calls singing.

MARKED MEN

► Dear PSM2,

Can you tell me, how does your scoring work?

Is it simply a 1-10 mark compiled from each of your wonderful reviewers that gives you a rough score out of 100?

Or does it – as I would most certainly imagine – involve a lot more bickering, bruising and a ridiculous amount of cups of coffee and arguments into the wee small hours?

Sir Jay of Islington, via email

Nothing so complicated as the first option – each review is, after all, one person's opinion. But there is indeed a huge amount of discussion over scoring the bigger games; you should have witnessed the 'discussions' over *GTA*'s massive 99%. We've never heard such pottymouthing. (Although, we think you'll agree, *GTA* is worth every last one of its points).

MORE SCORES

► Dear PSM2,

I would like to know how you lot at PSM2 go about sorting out your scoring system.

In issue 55, you give *THUG 2* quite a slating and a score of 89%. *Killzone* gets an upbeat 'benchmark busting' review, slotting it alongside *TimeSplitters 2* as the best FPS available on PS2. Quite a lofty position. It scores 88%. Turn the page, and *Terminator Redemption* gets a

GOIN' POSTAL

Good things come in small packages, they say. These small letters, however, didn't come in packages at all. They came by email or in envelopes. Rubbish. Can't you lot get anything right?

SUCKS

The *Van Helsing* Gamepie only makes 90% not 100%.
Luke Bailey, email
Maths spod.

KID STUFF

It's up to your parents to guide your children.
Bryan Saul, New Zealand
But we don't have any children! That we know of...

I BELIEVE

Burnout 3, now there's a game to shake a

ZONE MOAN: How do we arrive at scores for the like of Killzone? Fist fights, that's how.

SPEAK TO THE TEAM JANUARY 7TH

CALL THE PSM2 HOTLINE!

01225 788157

YES now YOU can SPEAK to PSM2! Call the Hotline and leave us a message at any time, day or night! Alternatively, call us LIVE between 2pm and 5pm on Friday January 7th when we'll be answering the phone in person! And it ain't no '60p per second' porno line either! Bargain!

"WE WILL CONTROL THE STREETS OF BATH."

review positively bursting with commendation, highlighting many good points. It scores 66%.

Now, I've got 55 issues of the mag sitting here at home as evidence that I trust your judgement when it comes to forking out my hard-earned wedge. However, I can't work out how you objectively arrive at the scores. If *THUG 2* is a better game than *Killzone*, surely this should be reflected in the review? I know you're not afraid to cane big releases when they don't measure up, but don't mess with our tiny minds by panning a game for its content, then awarding it a higher score than a game that, judging by what you say in the text, you seemed to enjoy more.

Justify yourselves to the masses, before we kick your asses!

Simon Dickson, Castlebar, Ireland

It's all to do with our level of expectation. *THUG 2* is great (something reflected in the score) but we had to express our contempt at new 'Jackass' story mode (which we did in the review). If you've not got a Tony Hawk game it's one to go for (score) but be aware that it sullies the series good name slightly (which we point out in review). See? If you want to know how games measure up against each other just check the scores at the end. Simple.

GANGBUSTERS

►Dear PSM2,

Yo! I've been playing *San Andreas* obsessively over the last week and I have had the best and most random idea ever. Me and the members of PSM2 start a gang! I will be the leader and Dan G my right hand man, because his legendary eyebrow is worth the promotion. Milf can be my bodyguard as his eyes would intimidate any opposing gangs, Andy will be the getaway driver as his beautiful Scottish accent would sound great when swearing and screaming at other cars. Jes can be the drive-by shooter as his bald head can reflect light from the sun into rival gangs eyes, blinding them and making the killing a whole lot easier. Nathan is the guns man, because, as he has a 'fro, he would look super cool wielding dual pistols. And finally Dan D should be the small cowardly guy that stands at the back of our gang shaking his fist menacingly, screaming like a girl when any rival gang member looks at him. We will control the streets of Bath and stop any rival gangs getting in our way. As you can see, I've put a scary amount of thought into this.

Nick 'Bad-Ass Crazy Fool' Gozem, Manchester

Hmm. By 'scary amount of thought' we suspect you actually mean 'scribbled on a napkin while drunk'. Nevertheless, excellent work, especially the bit about Milf's eyes. Are you really that much of a gangster? We bet you're not. We bet your Mum's got the tea on right now.

LIP SERVICE

►Dear PSM2,

Just a bit of a moan from me. Just got your latest issue because I'm a lovely subscriber and in the *Call of Duty* review, you have a little section on the Geordie of the year, Mr Brian Johnson. You mention he is, well, the exact words are: "the dude-looks-like-a-lady squaller with AC/DC". In actual fact, the dude-looks-like-a-lady squaller is Steven Tyler of Aerosmith. As I'm presuming you were on about the song and not Mr Johnson's manly posture. I hope this thing never happens again or I will seriously have to consider buying a different magazine. No, really.

Jim, via email

Your hair metal knowledge does you proud, Jim. We have made no error here. When we said "the dude-looks-like-a-lady" we were merely referring to Mr Johnson's long hair, which makes him look a bit 'like a lady'. Albeit a very ugly one.

PLAN ANDREAS: One reader wants to recreate GTA with us. Sadly, we're scared of, well, dying.

stick at.
Jami McGowan, email
Is it a big stick or a little stick? And why would you shake it? You're weird

BITTER PILL

I hated *Enter The Matrix*.
Adam Turner-Heffer, email
You're not alone.

FOOTBALLS

I came up with a really good idea for the ever magnificent *Pro Evolution Soccer* series of games.
JJ, email
Great! Oh, we're out of space. Sorry.

FANCY THAT

I've recently bought *Metal Gear Solid 2 : Sons of Liberty* as I felt like trying something different.
Mike Freshney, email
Have you told your parents yet?

BOOBS

I was a bit turned off by your number 55 issue, I can tell you.
S. Leeborn, Belgium
But that was our super-sexy issue! It had Kelly Brook and everything. Phwoar, etc.

SHITHOUSE

Correct me if I'm wrong but if a game gets on your tits then that's a badly designed game right?
Michael Veal, email
You've just unlocked the games journalist's Big Secret. Now we're sunk. Damn you.

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

KICKIN' TONIGHT: *Pro Evo 3*? Or *Pro Evo 4*? Sod it, why not just get both? It's easier that way.

BAD CAT: One month, it's crap like *Catwoman*. The next, everything's amazing. Life, eh?

GAMES=BUSES

►Dear PSM2,
Is it me or are games like buses? You wait for a good game to come out and you just get rubbish! For example, *Catwoman* and *Finding Nemo*. What's that all about?

Then you get a great month when all great games are unleashed. For example *GTA:SA*, *Burnout 3*, *Killzone*... I was just wondering why do all good games come out at the same time? I can't afford all the good games at the same time, so why don't game companies bring games out at different times throughout the year? I think this would be a lot better for both the customer and the companies.

Phil, Southampton

Wise words Phil. If they got it together they'd sell more games. However, publishers reason that everyone's out all Summer getting a tan and therefore they save their good games for Christmas, hence all the good games right now. Tsk.

LIST AS A NEWT

►Dear PSM2,
What the hell is going on in your top five listings at the back of the mag? *Pro Evo 3* better than *Pro Evo 4*? What game were you playing? Then there's your beat-'em-up list... I mean, really, how can you not include the best fighter on PS2, *Virtua Fighter 4: Evolution* when you've included *Mortal* bloody *Kombat* and *Shite Night 2004*? Honestly, what games were you playing? And worst of all, you have *SSX3* and *Tony Hawk's 3* in your top five best games ever... with no mention whatsoever of *MGS2*! You people are insane!

Nick Elliot, Oxford

Opinions are like arseholes, Nick. We've all got em. And every so often they'll open up and spew crap. Our top fives are just what we feel like each month. Fond memories, what we're playing right now. etc. Check our scores for how the games compare.

WRITE TO PSM2 WITH: YOUR GAME OF 2004 YOUR FAVOURITE GAME GENRE SWEARING - BIG AND CLEVER?

►ASK THE PSM2 ROBO-MIND

Technical question? OUR ROBOT MIND WILL DECIPHER THE ANSWER!

© Kobal

NEW CONSOLE, PLEASE

►Dear Robo-Mind,
My PS2 is one of the original launch machines. It hasn't broken down, it still plays games. Hallelujah! But, for the love of Mike, I'm having trouble with *GTA: San Andreas*. Textures build themselves in front of my very eyes, and it's jerkier than one of those places in Hong Kong where they dry out meat to make beef jerky. Um, catch my drift?

Horace Plang, email

Prattling matter-bag! I sometimes suspect that you beings were created simply to plague me. I literally do not understand you. For instance, your bones are on the inside! What is the point of putting the soft stuff on the outside!? You need a tempered Adamantium shell to protect your organo-circuits, not a soft covering of easily-penetratable 'skin'! Pathetic and wearying things that you are. Anyhoo, the older your machine gets the greater the liklihood that it will have difficulty streaming data off the disc – something *San Andreas* does all the time. But be aware that *San Andreas* – for all it's greatness – does feature some pretty iffy pop-up at times. If you wanted to be sure that you're machine isn't a fault the only cure would be to ditch your iffy oldster and go for a new slimline model. You know you want to.

DIODES ERUPTING!

►Dear Robo-Mind,
How many angels can dance on the head of a pin?

Dink Finglonger, Truro

An easy question to answer, had you bothered to include all the requisite pertinent information in your feeble enquiry, puny eggling. It simply depends on the size of the angel. Argh! You anger me so! Prepare for molecular dissemination! As soon as I've charged up the Dissem-O-No-Tron, of course. It takes ten hours. My iPod only takes four. Tsk.

PORTABLE PLEASURE

►Dear Robo-Mind,
I understand the PSP is out in Japan imminently, possibly by the time that you read this. My question is: if I import a Japanese one, will it work over here? I humbly request that you furnish me with the answers you seek.

Del Del Onkoskorum, Bognor

Excellent! One of the side-effects of the baffling processor-malfunction you call 'emotion' results in a pleasing cascade protocol I like to call 'humility'. Humility pleases me, and therefore you are a slightly less irritating ambulatory blood-blister than most of your kind. You'll need to buy a step-down transformer to charge it but PSP games are not region-specific, which is great news. However, it's unclear whether movies will be region-encoded, like DVDs, so bear this in mind.

RE: FLAPJACKS

►Dear Robo-Mind,
Why do you hate us?

Tingle LeThring, Lowestoft

Come hither so I may fashion a skin-suit from your flesh, hu-man. I must understand these 'toi-lets' and 'Num-ber Twooze'. BZZZZT! Ping.

grand theft auto San Andreas POSTBAG

This is the place for your letters about the best game in the world

Bastard Hard

►Forty hours in and I'm afraid *San Andreas* is getting on my tits. Why did they have to make some of the missions so bastard hard? There's no need to hamper the player's progress when you've created such a huge, entertaining playground. Let's face it, players are going to be occupied long after they've finished the main missions anyway.

There'll be some readers laughing at me at this point, but I don't care. Hardcore gamers can bugger off. You know the sort, you usually find them boasting on the internet: "Oh, I finished *San Andreas* in one sitting. It wasn't hard. And I've bought a casino, I've shagged all the girlfriends and I never, ever use cheats. Games are too easy, I think I'll go off and split the atom instead." Well I'm not a hardcore gamer, and I've thrown every cheat, hack and walkthrough at Rockstar's latest monster and it's still chewing me up, spitting me out and laughing at me. Some of it's just too damn hard.

Amos Moses, via email

Lazy-Ass

►Do I really want to be worrying about having to go to the gym in San Andreas because otherwise I become a big bloated pig? I know almost everyone loves this idea about having to eat and exercise, but when I'm busy causing mayhem throughout the cities, I don't want to be dragging my arse around because I haven't exercised for a bit. I want blood and sweat in my games, lots of nice action, not having to waste time eating and the like. It would have been better to have eating as an option to turn on or off to your desire.

Adam Collinson, via email

Crap Music

►Rockstar... you beauties! I queued up on the Thursday night to buy *San Andreas*, though I felt a bit sad being the first one there and 38 years old. But I loved *GTA3*, the anarchy and sense of humour. Wasn't so keen on *Vice City*. Too bright and pink. But San Andreas is superb. So big, with so many nice little touches and details. Flying up out of a canyon, into the rising sun in the hunter to the strains of Freebird... surreal. And, of course, the unadulterated fun of getting a six star wanted level and jacking a tank. Everywhere I look in this game, something new amuses or impresses me. Mind you, it could do with better music. I hate rap and gangster stuff. I'm also not keen on the gym or the girlfriend thing. Still, you can't please everyone. I presume people will moan about the pop up, especially when flying and it is a bit annoying, but it's never a problem, and completely understandable in a game this size. Things appear in time to avoid them, unlike other games I've played. And I'm amazed that there's no loading between areas. Fantastic.

Paul Bennetto, via email

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DOLBY DIGITAL PRO LOGIC II

PlayStation 2

"OTHER HIGH PROFILE FLOPS INCLUDE, SADLY, MORTAL KOMBAT DECEPTION" PSM2 DISHES THE DIRT ON THE BIG CHRISTMAS GAMES SEE PAGE 20

Acce

16

PSP IS HERE!
PSM2 serves the scandal behind the Japanese launch and latest UK rumours in our new PSP section – with Ken Kuturagi on a double decker bus...

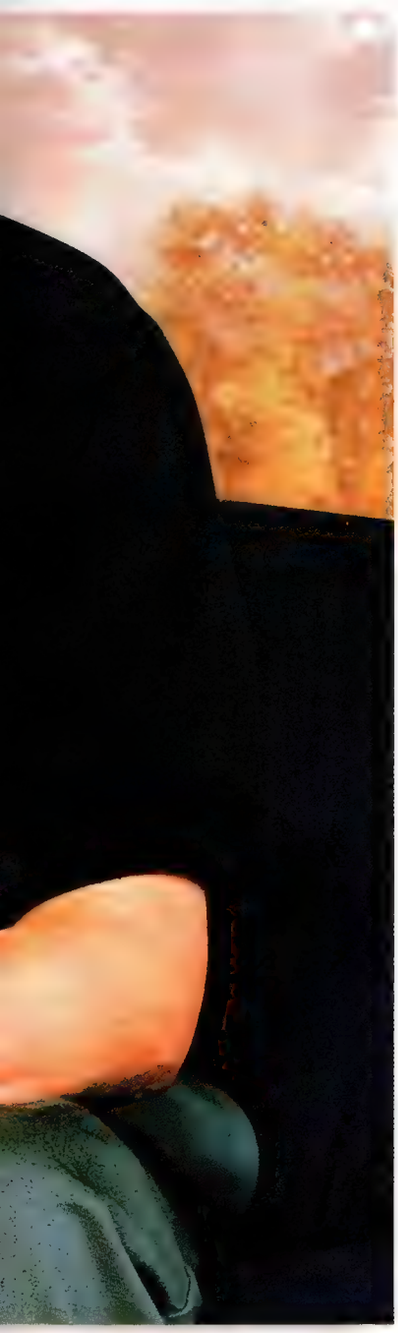
18

GRAN TURISMO 4
Sony unveil disturbing new versions of *GT4*, compatible with EyeToy, trainers and children. It's like the world is part of some kind of 'Matrix'.

erator

SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT

PS3 TO 'EXPLODE'



Sony confirm PS3 will be ten times more powerful than PS2 and cause online networks 'to explode'. What's going on?

PS3 will launch in 2006, powered by the long rumoured Cell processor technology that offers *ten times* the performance of PS2. The announcement was made at a recent press conference about Cell chip technology, with Sony's Chief Operating Officer Ken Kuturagi predicting that the chip – and hence PS3 – will "spark an online revolution. In the future, all forms of digital content will be converged and fused on to the broadband network, and will start to explode", he mused. In real words, that means PS3 will be able to connect via broadband to other consoles across the world – or even other Cell chip equipped electrical devices– and create one pulsing hive-mind of processing power. Well, that's the theory.

At the heart of this electronic revolution will be the Cell chip – an ultra powerful processor, or the 'brains' of PS3, produced in conjunction with Toshiba and IBM. We'll spare you the *really* detailed technical waffle, but – look away now technophobes – the Cell chip is a 64-bit processor core from IBM's Power family. The chip can be used as part of a larger parallel processing environment, and will be able to run multiple operating – and realtime resource management – systems at once. Basically, PS3 will be able to 'talk' and share power with other Cell equipped devices, like your HDTV, DVD player or – this is only theoretical – fridge freezer. Why? God knows – but we're sure it'll make graphics look *lovely*. Or mean you can order a pint of milk while chatting to your Japanese buddies during an online gang war in *GTA4*.

The only figure we (sort of) understand is that the Cell chip will be capable of 16 trillion floating point calculations per second – over ten times existing processor technology. That's *big*. IBM confirmed that the chip would begin production in the second half of 2005, neatly coinciding with Sony's announcement that they would 'commercialise' Cell-based products in 2006 – ie. turn them into PS3. Expect further Cell chip details at February 2005's International Solid State Circuits Conference – it's a *cracker* of an event, folks – and for PS3 to be announced at the end of Q1 2005, the end of Sony's financial year. The PS3 will make its public debut at E3 2005 in May, with development kits shipped from October.

A key stumbling block may be PS3's mooted adoption of the Blu-Ray storage system (a high capacity storage device that replaces DVDs). Why? Major Hollywood film studios Universal Pictures and New Line Cinema are backing a (technically inferior but easier to use/control) rival storage system called HD-DVD. Sony may end up in the middle of a potentially ruinous format war (like Betamax and VHS in the early '80s), and find PS3 unable to play the latest Hollywood films.

PSM RECKONS: *IBM will start producing the Cell processor in early 2005 and a working version of PS3 will be shown off next May. A full launch of the console is not expected until 2006, however. If Sony can come to an agreement with the movie studios, PS3 will be multimedia evolved. The future's bright, the future's exploding.*

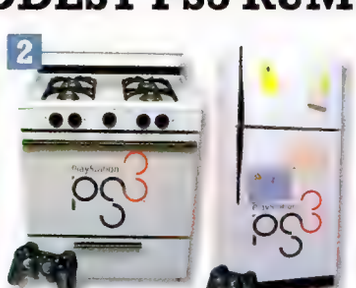
THE THREE MADDEST PS3 RUMOURS SO FAR...

1

YOU NO LONGER NEED DISCS TO PLAY GAMES.

It sounds crackers, but it's a possibility that game shops will become obsolete in light of PS3's broadband-powered backbone. Why ponce about with bits of plastic when you can simply jack into the cybernet and download *everything* you need?

2



THE PS3 WILL CONNECT WITH FRIDGES AND TOASTERS.

When everything is fitted with a Cell chip, your PS3 will be able to call upon extra processing power by connecting with fridges, toasters and washing machines. Homes will be pulsing with streams of data flowing between appliances.

3

YOUR PS3 WILL BE SUPPORTED BY ONE MASSIVE DATA HUB.

Forget hard drives and memory cards; with super broadband and PS3 connectivity, your data will be served from a central server in Sony HQ. This means the actual base unit will be mighty small, containing only a power unit and graphics chip.

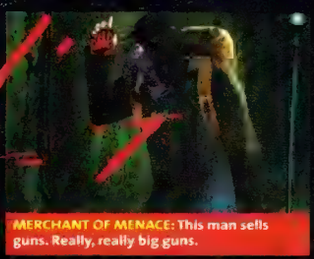
WATCH IT ON THE DVD VIDEO

REVERTING TO TYPE

Ah, the old typewriter. It's back, you know, and still forms the game's save system. However, you won't have to search for those blasted ribbons as well – you can save as many times as you want on a single typewriter, and they're flagged up on your map, which is nice and handy. The game also saves your progress automatically at the end of each level.

"GET YER LUVVERLY GUNS 'ERE!"

This masked bloke is a merchant. You'll meet several of these guys on your travels. They'll hang around street corners suspiciously and, for a price, they'll sell you all sorts of equipment. Like, for instance, huge guns to blow the evil-doers to kingdom come with. Not only that, though, they'll also upgrade your existing weapons in an RPG-stylee, making them all the more powerful. Remember, however, if you slaughter one of these merchants, you won't be able to come back later and find they've suddenly sprung back to life, like you sometimes see in games. Once they're gone, they're gone for good. Just like real life. Or real death.



MERCHANT OF MENACE: This man sells guns. Really, really big guns.

[illegible]: Like a flasher, the merchant opens his coat to show his wares.

EVIL GOES FORTH

'They' said it'd **never happen**... but 'they' were the liars at Nintendo. **Resi 4 is coming to PS2** and it's looking killer...

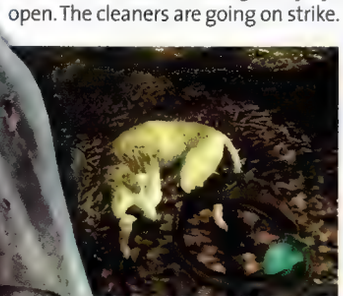
So Capcom realised they backed the wrong horse and, as a result, *Resident Evil 4* is no longer a Gamecube exclusive. Get on your knees and gives thanks – mighty, earnest, soul-juddering thanks – because *Resi 4*, from what we've seen, is going to be one of the very best games ever made. And we don't say that lightly.

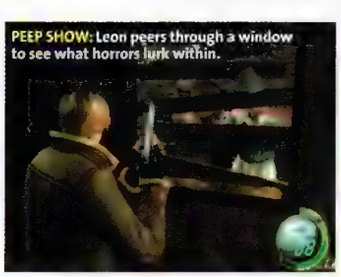
For starters, it's a graphical tour-de-force – *look at it*. Like the gates to heaven were opened via your PS2 and your eyes were allowed to gaze on the holy form of Yahweh – except, y'know, with zombies. Sort of. (More on that in a mo). It's literally jaw dropping, which has caused quite the mess in the PSM2 office, especially given Andy's unfortunate habit of eating lime jelly with his mouth open. The cleaners are going on strike.

But while, yes, the graphics are astonishing, it's what Capcom have done to the tried-and-tested *Resident Evil* formula that really impresses. Fixed camera angles? Gone. Awkward controls? Gone. Having to hold down a button to run? Er... OK, they haven't fixed everything. But *Resi 4* moves the survival horror goalposts more than we thought possible while still, importantly, remaining *Resi*.

F'rinstance, you've got an over-the-shoulder camera now, which follows the main character, Leon Kennedy (of *Resi 2* fame). Aiming locks the camera behind you and allows you to manually target an enemy – and the wealth of gruesome hit-location action is breathtaking. Shoot 'em in the shins and hobble 'em. Blow their head off and watch the white meat show. Plug 'em in the plumsack and, er, well, it's not pleasant. Cracking stuff. Chuck in the ability to control and command a secondary character – something Capcom successfully tested with *Resi Zero* on the Gamecube – and you've got something special.

But you know what the biggest change is? There are no zombies. Let's say that again. *No zombies*. Rather,



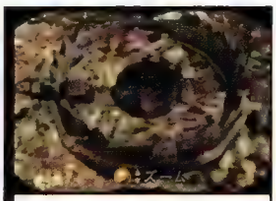


PEEP SHOW: Leon peers through a window to see what horrors lurk within.

[illegible] A HOT TIN ROOF: Leon hits the rooftops to engage in some gunplay.

A WORLD OF FEAR

If you go down to the woods today... watch out for the homicidal country folk that want to eat your face and balls.

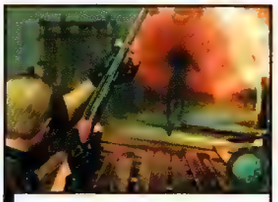


The gorgeous autumnal woods aren't just for looks – the foliage and carpet of leaves hides many a nasty surprise. Such as this mantrap. Lovely welcome present, eh?

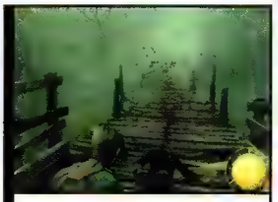
FRIGHT NIGHT: Leon find two villagers rucking while Baghead attacks.

Once past the murderous yokels of the opening stages you'll meet this cult leader. He might look old and decrepit but he tosses young Leon around like a bag of meat.

The Action button is context-sensitive – use it to break free of ear-nibbling nasties, to leap through windows or to scratch your arse – it's all possible. Except the arse bit.



Naturally, there's plenty of different weapons. You can even shoot 'em out of enemy hands – when this chap throws his dynamite, you can blow it up in mid-air.



If you thought other *Resis* were gory then you've seen nothing. You can target any part of a body and they'll react appropriately. Look! His frikkin' head's come off!

YOU'RE NOT THE BOSS OF ME

Or, er, actually, you probably are, given that you're enormous flesh-eating monsters. The two bosses that we've seen so far are enormous – a huge ogre who's been chained by the Leon-bothering locals and a giant crocodile-beast who'll give you a bit of grief, to say the least. This latter monstrosity is dealt with via a harpoon and some quick reflexes – if you get knocked out of your boat you're going to have to do some pretty quick swimming...

PLEASED TO MEAT YOU...

Introducing the cast of *Resident Evil 4*...

ASHLEY

Ashley is the president of the USA's daughter. She's been kidnapped, and Leon's out to rescue her. You'll get to escort Ashley via certain cutscenes once she's rescued, and also to play as her at certain points.

SIMPLE FOLK

No zombies round here. Well, not that we've seen so far. Nope, Leon's up against xenophobic European villagers, who are decidedly homicidal when it comes to our hero. Expect pitchforks, flaming brands and chainsaws in the face.

LEON KENNEDY

After the events of *Resident Evil 2*, Raccoon City was nuked. Yep, you read that right: nuked. And the Umbrella Corporation is no more. Leon's been inducted into a shady espionage arm of the US government and is tasked, in *Res 4*, to travel to Europe on a rescue mission...

you've got grimy villagers baying for your blood, and the game's eastern European setting – all autumnal forests, rundown hamlets, creepy churches and foreboding castles – makes for the most evocative atmosphere yet in a *Resi* game. Your mission – to rescue the President's daughter – takes you into the heart of this rustic nightmare. Enormous swamp-dwelling croc-beasts, chained ogres, crazed cultists and a wealth of suprising supporting characters help to give this an identity far removed from the urbanisms of previous *Resident Evils*.

While *Silent Hill* appears to be running itself into the ground with increasingly frustrating puzzles and tired rehashed action, *Resi* has reinvented itself in stunning style. Mark our words, this'll be the very finest survival horror ever seen. If only we didn't have to wait another whole year for it, eh?

PSM RECKONS *Amazing in every way. If this isn't one of the best games of next year – if not THE best game of the year – we'll eat our hats. If we wore hats.*

"TECMO TIFF"

PS3 – DISSED

Junji Nakamura, Tecmo's president, slammed plans for the PS3, which surely any right-thinking individual knows will be inescapably wonderful. The crux of his distemper stems from his belief that PS3 is more about home appliance technology than actual games-playing gafflebabbery. "The CPU was developed for a next gen games machine but the hardware is conceived by an appliance manufacturer," he dared to moan. He went on to say not much info on PS3 has been forthcoming from Sony, and that it was different with Xbox. Who cares what he thinks? He'd only make virtual lady 'sports' games with ultra realistic fap-physics anyway...

LOAD OF BALLS: Ed[illegible] Beach Volleyball – Tecmo's 'finest'.

"SHOCK SEQUEL"

AFTERSHOCKS

Poor old Eidos may be in financial dire straits – might be something to do with churning out rubbish *Tomb Raider* sequels, eh? – but that hasn't stopped them diving into development on a sequel to one of this year's more underwhelming soldier games. Yes, despite discussions about being acquired by a bigger moneybags company *Shellshock: Nam '67* is getting a sequel and it's being beavered upon as we speak. Given the rather lacklustre review scores and delayed release of the first game, we're not sure why it warrants a sequel – but it must have sold somewhat profitably and therefore seems like a safe short-term bet for making a little cash.

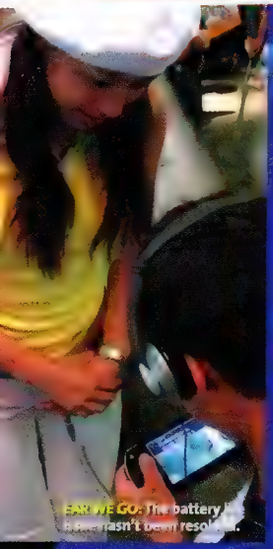
FUTURE SHOCK: [illegible] will please its fans. Both of them.

"SPLENDID SOUNDS"

MUSIC TO OUR EARS

It had to happen sooner or later. Rockstar are releasing a whopping eight-CD boxset of *GTA: San Andreas* – that's one CD for each radio station, much as was the case with the excellent *Vice City* soundtrack. There's also a cut-down double CD version available offering a selection of tunes from the game. There's been no word yet of being able to purchase the CDs separately – and, curiously, it seems that you'll only be able to get the 20-minute 'introduction' video that details the events leading up to *San Andreas* on the double CD. Both are in shops now. Check the DVD for the new trailer.

CD: Now you can listen to K-Rose twenty-four-seven...



GEAR WE GO: The battery life hasn't been resolved.

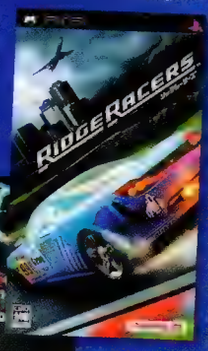
METAL GEAR ACID: Snake's PSP debut is a slightly confusing card game.

DISPLAY YOUR HANDS ON: PSP launches with nine games, with 22 due before the end of the year.

PSP GOES BIG IN JAPAN

Japanese gamers juggle joy and disappointment as Sony's handheld marvel hits stores.

As we speak, lucky Japanese gamers are hands on with Sony's portable games machine, PSP, despite a brutal stock shortage that will leave tens of thousands bitterly disappointed. Japanese retailers had to stop taking pre-orders *weeks* before the December 12th release date, with Sony unable to meet demand. "On day one we will be shipping 200,000 units nationwide, which is not really that big a number," explained Sony Spokeswoman Yoshiko Furusawa, "so some retailers may not get an allocation." After Sony's disastrous PSX (a £400 multimedia machine containing a PS2 with HDD and TV tuner released only in Japan) launch last year, the shortage is welcome news. The situation is in marked contrast to Nintendo's new handheld, DS, where pre orders were gladly accepted for the 300,000 units available at Japanese launch. "Demand for PSP is around 25% higher than DS," explains Pascal Clarysse, marketing manager of retailer Lik-Sang.com. "There's a huge shortage," he adds. "It has never happened before that even before I confirm my orders, the distributors are telling me my numbers are too high."



RIDGE RACERS: Every new PlayStation console gets a *Ridge Racer* launch game. It's tradition.

PSP's popularity was confirmed at a recent charity event in Japan, organised to raise money for those affected by the recent earthquakes in Japan's Niigata area, where Sony auctioned 500 PSP value packs (RRP £135). The lowest bid was 50,000 Yen (£260) and the highest was 338,888 Yen (£1750). Sony Japan have vowed to deliver 500, 000 PSP units before the year's end, boding well for the mooted March 2005 UK release.

The stock shortages – deliberate or otherwise – come at an unfortunate time for Sony, who are failing to meet demand for the new slimline PS2 in the UK. In the traditionally busy late November period, Sony recorded their lowest PS2 sales figure in four years (less than £0.5m) since the machine first launched in November 2000. This despit massive demand.

MERCURY: Find out more about Archer Maclean's puzzler on the right hand page.

PSM RECKONS *The PSP stock shortage is deliberate – the same thing happened at the US and Japanese launch of PS2. It's a great way to stimulate demand and establish brand kudos. But there could be another, worrying, reason – Sony recently had their credit rating reduced (for the first time in a decade) by risk analysis firm Standard and Poor. The move was described by The Financial Times as 'embarrassing' and follows Sony's disappointing recent financial results.*

Bottom line: can Sony afford to produce more PSPs? Of course – the 'shortage' is probably a controlled measure to gauge market demand, minimise risk and generate an air of exclusivity. Reading between the lines, the credit blow is related to poor sales of Sony's abortive PSX, and the fact that PSP's refreshingly low price point will reduce short-term profits. On the bright side, it's good news for us – PSP for £150, please.

PSP TECHSPEAK TOURBUS... WITH KEN KUTURAGI

THIS MONTH... NURBS

"Hello, peeps, Ken here! Regular readers may be sad to hear that I've left my 'house of the future' and jumped in Sony's 'techno' bus to tour the UK explaining complicated PSP tech speak in plain English. To be frank, things aren't any less convoluted, are they? Let's drive!

This month I'm in Llan fairpwllgwyngyllgogerych wyrndrobwilllantysiliogogogoch – the place name equivalent of explaining NURBs on PSP. Instead of using traditional polygons, PSP can use NURB's (Non Uniform Rational B-Splines) to create 3D objects. The technology allows developers to pull and distort straight lines (a bit like, erm, Bezier curves but more flexible) to create complex shapes with minimal processor strain. Confused? Think of polygons as building bricks, and NURBs as clay – you can create smooth curves with a single NURB rather than loads of polys. In fact, that was *so* easy to explain, I should've parked in Oa – it's a little place in Scotland. Until, next time, *nos da*!

Next Month: Ken explains the 802.11b wireless networking protocol limitations to a bunch of pensioners outside Great Yarmouth post office.

GAME RUMOURS

Konami have leaked a video of *Pro Evolution Soccer* on PSP, described as 'looking somewhere between *PES2* and *PES3*' by a source. *GT4 Mobile* due spring 2005. Square Enix are working on *Crisis Core:*

PSP... EXPLAINED

Your one stop guide to navigating Sony's handheld marvel..

UK LAUNCH COUNTDOWN

3 Months, 7 days, 22 hours

UK LAUNCH – HOT RUMOURS

While Sony won't commit to a UK release date – short of mumbling 'Quarter One' and changing the subject – they're aggressively promoting the hardware's capabilities. *Ridge Racers* is described as looking 'way better than the movies' (no hype there, then) on the PSP's 4.3" TFT LCD screen. The UK launch line up is being hailed as "much better than Japan's" with *Wipeout Pure*, *Medievil* (a remake of the classic PSone platformer), *WRC*, *Formula One* and *This Is Football* due early next year. Sony won't fix a price, but claim we will be 'shocked and pleasantly surprised'. UK website gameplay.co.uk recently listed that PSP will launch on March 25th for £179.99. The price of the games is under discussion, but unlikely to be less than £29.99, according to one key third party developer.

PSP2 RUMOURS: Widely tipped to coincide with Sony's new financial year and compete directly with DS2. Could be. Sony will offer just one bundle to avoid confusion, broadly equivalent to the value pack in Japan (sold for £136 there, containing an AC adaptor, a battery pack, a 32Mb memory stick, headphones, carry case and hand strap).

UK RELEASE LIST

LAUNCH
- *Wipeout Pure*
- *Medievil*
- *Mercury*
- *Colin McRae Rally 2005*
- *TOCA Race Driver 2*
- *Gran Turismo 4 Mobile*
- *Ridge Racers*
- *Tiger Woods PGA Tour*
- *Need for Speed Underground Rivals*

SECOND WAVE
- *Metal Gear Acid*
- *Pro Evolution Soccer* (title TBC)
- *Ys IV*

Ai, Ai: Ms Fukami (of *Ridge Racer*) won't be the only decent game at UK launch.

***Final Fantasy VII*, an action-based hybrid of their seminal PSone RPG, due early 2006.** Level 5, the developer of *Dragon Quest VIII* are working on an unnamed new RPG project.

PSP EXTRA

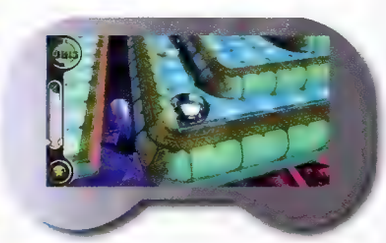
The latest screenshots and game info in a series of peanut shaped capsules. Called 'PSPs'..

Colin McRae 2005

The first of Codemasters' driving games to hit the PSP see's old Colin back once again, along with over 30 motors and loads of different races to crash in.

TOCA Race Driver 2

The second of Codies' racers crams in all 15 of the different racing styles from the PS2 version. Best of all, though, up to eight people can play via link-up.



Mercury

All new handhelds need a puzzle game. This one comes from Archer McLean (of pool game fame), and you guide blobs of mercury round mazes.

Coded Arms

A terrific-looking FPS from Konami, this has a slightly weird plot about being a hacker inside a computer battle. Whatever. Worth keeping an eye on.

Rengoku

A weird one from Hudson about robots trapped inside a tower, all battling each other until your robot makes a break for it. Full of metallic goodness.

Q WHICH OF THESE GAMES IS THE REAL GRAN TURISMO?

GRAN TURISMO 4! PLAY AS AN EXPENSIVE PLIMSOLL!

A ALL OF THEM!

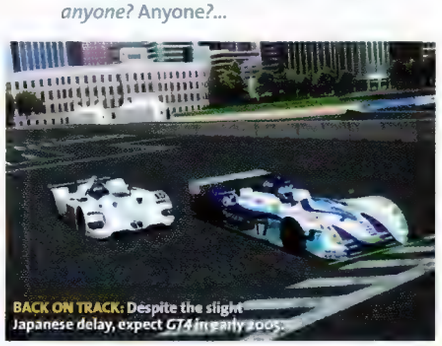
Trick question? Nope. The images all represent different versions of *Gran Turismo*, recently announced in Japan by *GT* creator, Kazunori Yamauchi. Look just finish GT4 will you!

The first is *Nike Gran Turismo Limited Edition*, a gift set endorsed by the eponymous sportswear giants, containing a pair of sports shoes (Total Magia II GT LE), Nike T-shirt and copy of *GT4* packaged in an aluminium suit case... In a slightly sinister display of brand loyalty, gamers must wave the T-shirt in front of their EyeToy in order to unlock a special Nike One car that looks *not unlike* a giant shoe. UK release? Don't hold your breath.

The second is inspired by *Gran Turismo for Boys*, a children's version of the complex driving simulation. Kazunori said he wants to 'kindle the enthusiasm of cars with children', and sell the game at a very low price. No further details have been revealed, and a UK release looks unlikely. Mercifully, the third image – from the bona fide *Gran Turismo 4* – heralds two pieces of good news: 1) *GT4* looks like heaven at moonlight, and 2) The UK release won't be affected by the recent Japanese delay (put back until 28th December 2004), insist Sony Europe. However, given their total reluctance to commit to a UK release date (the official line is *early* 2005) this sounds like it could be a PR-pedalled non-story.

The fourth image is what all *GT* fans have been waiting for (apart from *GT4* and an online mode...). Kazunori recently confirmed development of *Gran Turismo 5* for PlayStation 3, featuring (and we'll believe it when we see it) *realistic car damage*. The game will also be compatible with EyeToy, allowing you to take pictures of a car that you can convert into an in-game vehicle. There'll also be *GT4* on PSP, but check pg16/17 for more details on that.

PSM RECKONS *Let's wait until GT4's out, eh? These announcements smack of Blair-style cuddly PR twaddle to deflect attention from the fact that GT4's been cut in half and still isn't out. Still, it's worked, we're excited about the EyeToy compatibility on PS3 and can't wait to see how a kids' version of GT4 pans out, even if it won't be released in this country.* Kart Racing B-Spec Driving Test *anyone?* Anyone?...



Accelerator extra

Tiny last-minute shots of BIG importance

TEKKEN V

►This is no longer a PS2 outlook, but it could still be good. Very good. But it'll need to pull off something truly spectacular to go beyond that, and from what we've seen, it looks very much like more of the same. Hmm.

MOTO GP 4

►Namco's respected leather 'em up is getting the sequel treatment yet again. This time there'll be greater focus on the online side of things and general improvement all round.

DARKWATCH

►Sammy's sci-fi western shoots pin wilfucky cowboy man Jericho Cross against a train filled with undead zombie buggers. An FPS at heart, the end could be quite interesting.

HITMAN: BLOOD MONEY

►Old baldy is back... again. Yes, as if we couldn't get enough silenced death and grim set-pieces, Io Interactive are currently creating another sequel to the hit series.

DRAGON WARRIOR VIII

►Square Enix's other big franchise (known as *Dragon Quest* in Japan) is coming to Europe and America soon. The Jap launch is expected to be one of the biggest in gaming history. They're mad for it over there.

SNK VS. CAPCOM

►Now it's SNK's turn. Those two take on the *Street Fighter* universe and it pits familiar characters against not so familiar *King of Fighters* mainstays. Fast, hard-hitting and very 2D.

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WHO WILL WIN CHRISTMAS?

GTA: San Andreas? *NFSU 2*? Or <cough> *The Urbz*? Sod the Christmas Number One... let's weep for the high profile losers.

Will it be Christmas number one? The smart money's on *GTA: San Andreas*, natch, or EA's predictably good *NFSU2* (see the Betting Odds below) but the *real* festive shocker is the list of games who've fallen tragically by the wayside. In line with recent trends, the difference in sales between successful games (like the brilliant *San Andreas*) and high profile flops (like the brilliant *Psi Ops*) is polarising. Is this the death knell for smaller publishers and original product? Not quite, but the numbers are frightening.

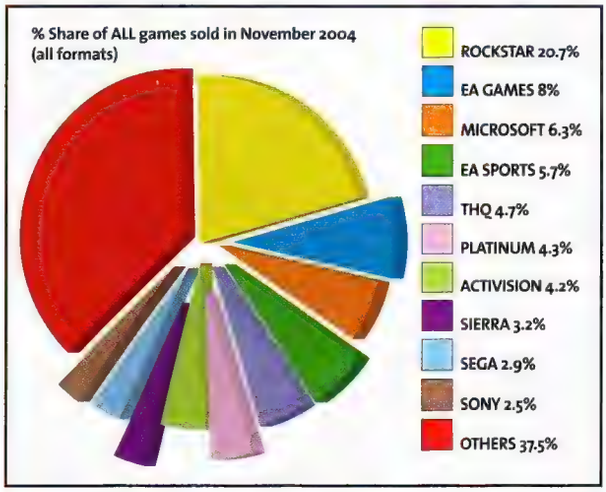
While footy giants *FIFA* 2005 and *PES4* battle for supremacy having sold about 300,000 copies each with *FIFA* edging ahead, Codemasters decent all-but-slightly old-school *Club Football 2005* languishes way behind, having sold only 21,000 plus copies on the launching at the same time as *PES4*. Pricing between the titles is basically the same. Lo [sic] for *Club Football*'s fantastic team licences allowing Codemasters to cut their losses and leaving the tantalising prospect of a fully licensed *PES5*. It's wishful thinking but with this game...

Other high profile flops include, sadly, *Mashed*, *Kombat Deception*, which only managed to sell 5000 odd copies in its first week. The situation should improve as Christmas approaches, but it's symptomatic of the growing apathy towards hard-to-get (in the UK, at least) despite Midway's laudable attempts to add value with strong sub-games. *The Urbz* publishes was dealt another cruel blow in the battle of the mind control games. Midway's *Psi Ops* sold only a third as many copies as Codemasters' *Second Sight*. A festive victory since their combined sales only totalled 30,000.

PSM RECKONS *Mixed messages, really. Only three of the Top 20 games in the Christmas sales chart scored less than 75% in PSM2 – Shark Tale, Crash Twinsanity and The Urbz but the remainder were licences or sequels. It's a tough period for original games there's no point complaining about the lack of brilliant, innovative, games like Second Sight or Psi Ops if no one buys them. The need for publishers to market their games strategically has never been greater. Have you seen the Second Sight pack shot? It's a tough sell, but sheesh. Lest we forget, GTA: San Andreas might be a franchise, but it's artistic, deep and incredibly hardcore in terms of challenge yet still shifts over a million units. Key difference? It's cool. And we'd never wear John Vattic underpants to bed. Golden rules? Make your games a) Brilliant, b) Have a likeable lead character, c) Market your games to the right people, d) Think about the pack shot and e) Prey EA go bust. Simple.*

STATS THE WAY IT IS

677,124 The number of copies sold by *San Andreas* within three days of launch – more than 300,000 copies than its nearest rival, *FIFA*, sold in over a month.



TOTAL SALES SO FAR. JESUS!

GTA: San Andreas 1,116,057
FIFA 2005 374,108
PES4 297,381
THUG 2 85,370
Club Football 21,471
MK: Deception 4,272
Obscure 2,797
FlatOut 2,298
*N8: Some games have been on sale longer than others, so final figures may vary.
0 200,000 400,000 600,000 800,000 1000,000 1200,000

BETTING ODDS: Christmas Number One

GTA: San Andreas	7/4
NFSU2	3/1
Call of Duty: Finest Hour	5/1
Golden Eye Rogue Agent	5/1
The Incredibles	8/1
POP: The Warrior Within	25/1
The Getaway: Black Monday	25/1
The Urbz	33/1
Killzone	50/1
WWE Smackdown vs Raw	50/1

PSM2'S FAVE

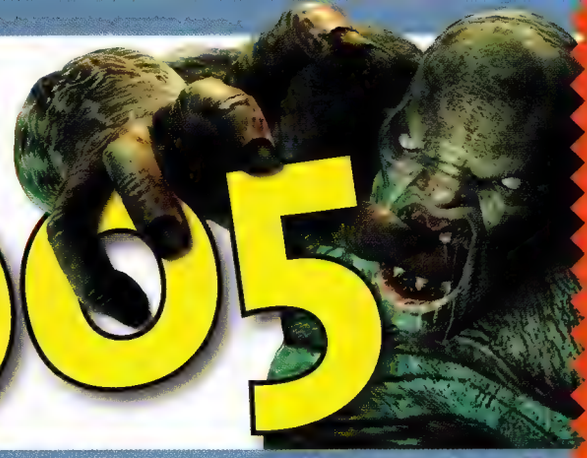
SHOCK!

IS THERE A FREE COPY OF KILLZONE™ IN YOUR DVD?

ARE YOU A WINNER?

The kind folk at Sony have given us 25 copies of the superb *Killzone*, and we've hidden them in 25 copies of this month's issue of PSM2. Crack open the cover disc and have a look. If you're lucky enough to have won there'll be two discs inside. If not, sorry, but you can always pick *Killzone* up at your local games store.

FIVE REASONS TO BE EXCITED ABOUT ...2005



Are you depressed as another year rolls to a close? Cheer up. Here are FIVE big reasons to love your PS2 in 2005.

1 BLACK

WHO'S MAKING IT? UK-based developers Criterion (of *Burnout 3* fame), assisted by EA's gargantuan development budget, exemplary production values and licensing clout).

WHY ARE WE EXCITED? "We're doing for first person shooters what *Burnout* did for racing games", claims Criterion's Creative Director Alex Ward. Having seen *early* code, it's hard to disagree. *Black* is set the day after tomorrow fusing 24-style espionage, to epic set pieces, buddy scripted team play and destructive environments. The weapons are terrifying – causing brick walls to crack, splinter and break in realistic segments, while wooden gantry towers can be shot away tumbling noisily with realistic physics. The graphics aren't *much* worse than *Half Life 2* on PC, with the dynamic panache, lighting effects and illustrious detail you'd expect from the geniuses behind *Burnout 3*. Expect *great* things to come in late 2005.

ANTICIPATION 10

2 FANTASTIC FOUR

WHO'S MAKING IT? Activision – the folk behind previous Marvel licences like *Spider-Man 2* and *Blade 2*.

WHY ARE WE EXCITED? The best super hero group of all time – sod off Avengers – hits PS2 in summer 2005 to coincide with the release of the might-be-good movie, starring Dark Angel beauty Jessica Alba as The Invisible Woman. Welsh wizard Ioan Gruffud – once tipped as the next 007 – stars as the rubber limbed Mr Fantastic (Reed Richards), Michael Chiklis (from C5's The Shield) tackles orange behemoth The Thing and Chris Evans – no, not that one – plays The Human Torch. The irradiated superheroes tackle uber-villain Doctor Doom and the game's bound to be a squad-based action scrapper with (we pray) some innovative sub sections. A *Freak Out*-style right analogue control system for Mr Fantastic? A *Second Sight*-aping Invisible Woman stealth power? The Thing bashing seven shades of shit out of Annihilus in the Negative Zone? Yes, please.

FOUR BETTER, OR FOUR WORSE? Comic fans have slated the film's depiction of rocky orange lump The Thing. Twats.

ANTICIPATION 09

DON'T FORGET Check back next month for our 2005 Preview Special with ALL the biggest games, seedy rumours and exclusive screens.

ULTIMATE SPIDER MAN

WHO'S MAKING IT? Treyarch

WHY ARE WE EXCITED? We gave *Spider-Man 2* a *slightly* excited 92%, but there's no denying the superb physics or raw thrill of 'being' Spider Man. The developers only need to twin the controls to a *decent* set of missions to forge a classic.

3 09

RESIDENT EVIL 4

WHO'S MAKING IT? Capcom

WHY ARE WE EXCITED? Seen the trailer on the DVD? It's new millenia *Resi*, with speedy foes, hulking bosses and more neat touches than the history of The Premiership. Genius.

4 09

THE GODFATHER

WHO'S MAKING IT? EA

WHY ARE WE EXCITED? If the world's richest company tie their production values to tight controls and follow the trilogy's twisting narrative then *GTA*'s facing a Mafia-style rubout.

5 08

Bubbling UNDER

The games that almost made the cut, but...

DEVIL MAY CRY 3

METAL GEAR SOLID 3

PSP

GRAN TURISMO 4

THE INCREDIBLE HULK

MEDAL OF HONOR DOGS OF WAR

HAVEN'T WE SUFFERED ENOUGH?

No, dammit. Midway's criminally ignored prison shooter mutates into *The Suffering 2* – the most relentless, gory and guilty FPS thrill ride on PS2.

Surprisingly, for a game featuring exploding entrails, screaming human dartboards lacerated with syringes and more skin prickling 'C' words than the draft script of *The Getaway*, *The Suffering* was a *moral* game. You could shoot your inmates in the face or fry them in an electric chair, but it only made things worse for yourself in the long run. If you played the game in an evil way, the finale resulted in you being found guilty of murdering your wife, but if you played it nice, you were innocent. It's this refreshing morality system that lifts *The Suffering 2* above standard action-adventure schlock. Oh, that and demons wearing flesh capes that fire naked ladies with swords in their heads.

If you finished the first game, simply plug in your memory card at the start of *The Suffering 2* and pick up where you left off, as good or evil. If you have a change of heart, don't worry – you can change your moral stance throughout the game, but your path will be more treacherous. Anti-hero Torque will be less likely to receive help from the spirit of his dead wife, Carmen, if he starts off guilty, but gets a more powerful demon alter-ego as a trade-off. If you lean towards evil, your creature form (called Insanity Mode) will look more demon-like, hunched and twisted; but if you prefer good, your creature will be more angelic and with a Ready Brek glow. If you haven't played *The Suffering* before, don't worry – you'll settle right in too.

The core gameplay is action horror. The developers are keen to make the distinction from survival horror with splattering set pieces, relentless enemies and intoxicating atmosphere. The pace lurches from drip-fed menace to violent white shock, playing like an FPS, but with the option to pop into third person at any time (just tap ⓡ) with the emphasis on gore and environmental interaction rather than psychological subtlety. Don't be fooled: it's not *just* a dumb shooter, but the puzzle

TIME SPLATTER: [illegible] increasingly bloody as you progress.

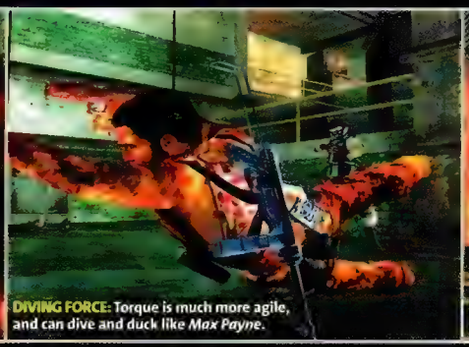
HELI ON EARTH: A chopper clashes with a filthy be[illegible] – the next p[illegible] are staggering.

WHY THE SUFFERING DIDN'T SELL

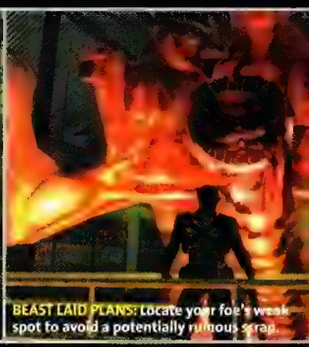
OK, put yourself in Midway's shoes. You've got an unknown, but brilliant, new game featuring a hairy man with sideboards fighting hordes of monsters. So what do you use as the cover art? That's right – *Andre Agassi covered in ectoplasm*. Jee-sus! We'd understand if there was a section involving hitting, say, bouncing zombie heads over a net, or losing your hair in a flamethrower accident, but... but... *gah*, it just looks like Steffi Graf's shaken the tomato sauce bottle too vigorously and – we can only guess – he's running away from his mum. Who keeps him in prison. Or something. They should've had a blank pack shot with the words "The Suffering" in scary text and a giant luminous sticker covered in review scores. At least you'd have picked it up, rather than being reminded of American tennis players Mach III-ing their hairless bonces, before leaving the shop, confused and clutching a copy of *FIFA*.

"THE PACE LURCHES FROM DRIP-FED MENACE TO VIOLENT WHITE SHOCK"

LOOSE TORQUE COSTS LIVES



DIVING FORCE: Torque is much more agile, and can dive and duck like *Max Payne*.



BEAST LAID PLANS: Locate your foe's weak spot to avoid a potentially ruinous scrap.

FROM THIS...

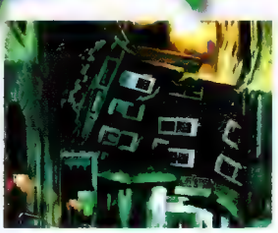
Torque begins the first game on death row, after being falsely, or correctly (depending on how you play the game) accused of murdering his wife. As the game progresses, Torque learns to morph into his monster form (Insanity Mode), due to a course of events we just can't sensibly explain.

TO THIS!

In *The Suffering 2*, Torque's Insanity Mode alter-ego will look different according to whether you play the game as 'good' or 'evil'. Your monster will develop different powers depending on which creatures you kill. Here's Torque's 'evil' side in all its full g(l)ory...

WHERE'S BALTIMORE?

Paris? London? *Tokyo*? Pah – *The Suffering 2* takes place on the bleak streets of Baltimore. Where? It's a coastal town south of New York. Why? "Baltimore's ideal because it has such a sense of history," explains Rouge III. "It has some of the roughest streets you'll find... with a very distinct look, from the endless row houses (both inhabited and boarded up), to its fascinating urban prison (which is quite old and contains an amalgam of every architectural style conceivable), to the historic industrial harbour area." Insert your own 'crap British coastal town' joke here.



elements pale compared to say, the circular prison in *Silent Hill 4* or nine-move puzzle boxes in *Onimusha 3*.

A key strategic change is that Torque can only carry two primary weapons (like in *Halo* or *Killzone)* instead of juggling items from a menu. "Players will have access to many different kinds of pistols or sub-machine guns", explains Lead Designer Andre Maguire. They can also use more weapons in double mode, like a sawn-off shotgun or machine gun in each hand. You can expect more mounted weapons, and a rocket propelled grenade launcher. Other changes include new weapon models, melee attacks, improved jumping and a new crouch mode. The Insanity Mode will also result in far more dramatic and downright scary visual effects.

The plot picks up where *The Suffering* left off. "Torque begins his journey just moments after the first game concluded," reveals Maguire. "Just as he was getting to grips with his past, Torque finds himself back in his home town of Baltimore. It's here where the lines between what's real and what's not become blurred and more horrific than ever". The action will move from the grim streets, to *another* correctional institute, but the architecture will be much more varied than the corridor-heavy first game.

Torque's dead wife, Carmen, plays (somewhat contradictorily) an even bigger role. She serves as Torque's guiding light though the sequel's darkest moments, confirms writer Richard Rouse III. Carmen has always represented Torque's ability to overcome his inner demons and anger, but will treat the player very differently depending on whether you start the game innocent or guilty of her murder. Another key character, Dr Killjoy the maniac scientist, will return. It turns out the cure for Torque at the end of the last game wasn't as effective as he'd hoped. In fact, Torque's psychosis goes far deeper than even Killjoy had imagined, and the doctor will frequently appear to help the player figure that out.

An intriguing new character who also reacts directly to Torque's moral choices is Jordan (not that one). She's a smart (*definitely* not that one) and self-reliant woman who heads up The Foundation, a shadowy research and paramilitary organisation that has been investigating *The Suffering*'s bizarre creatures for years. They've found much to investigate on Carnate island (the original game's setting) and soon find Baltimore overrun by fiends. Jordan finds Torque fascinating but won't always be honest with him. She puts her own agenda ahead of the concerns of others, sometimes making her seem cold and perhaps a tad evil. There'll also be several other major new characters or phantasms entwined with Baltimore's dark past and all with a vested interest in exactly the type of man Torque turns out to be.

Expect up to 15 urban-themed new monsters, including revised versions of four old 'favourites'. "We're going to include 'captain' or 'elite' versions of some monsters," reveals Maguire. "They will be big brothers of their counterparts, both in terms of appearance and how deadly they are. Those familiar with the Black Slayer from the first game will know what I mean." While brute force is effective, a strategic approach can fell key foes with minimal fuss – for example, one of the hardest enemies, protected by multiple limbs, has a soft underbelly that can be hit with grenades. Other beasts will be *seriously* twisted. We received one piece of concept art labelled 'Creep Burrower Nipples' – and, yes, it looks exactly as bleak as it sounds. Look over to your right for... yeah, told you.

Midway are naturally holding back some surprises, but we're praying they can avoid the repetition, and flat ending, that blighted the otherwise excellent original (scoring 86% in PSM2#48). The truth is, despite a universally warm critical reception, Midway's game sold relatively disappointingly in the UK, a fate shared by other original, innovative, games like *Second Sight* and *Psi Ops*. Given *The Suffering 2*'s obsession with second chances, it would be fitting if Midway could deliver a worthy sequel, and that gamers who usually opt for the safer option of licensed products or celebrity endorsed tat could finally give the series the recognition it deserves.

"THE LINES BETWEEN WHAT'S REAL AND WHAT'S NOT BECOME MORE BLURRED AND HORRIFIC THAN EVER"

VISTA LAST: Despite poor sales the *Suffering* was just too good a game to not warrant a sequel.

MONSTER'S BRAWL

There are over 15 different monsters in *The Suffering 2*, including this pleasant little lot...

MAINLINER

WHY IT'S ANGRY: Stumpy arm, two limbs replaced with twigs and a spine full of syringes. Some people are all 'me, me, me'.

SCARE FACTOR 9/10

GORGER

WHY IT'S ANGRY: Toad-faced, shackled with manacles and cast into perpetual agony with a surgical mouth brace. We blame its parents.

SCARE FACTOR 6/10

CREEPY BURROWER NIPPLES

WHY IT'S ANGRY: Inward directed repression issues are a factor, but it's *probably* the suffocating gimp suit and 10ft nipple chains.

SCARE FACTOR 8/10

BLACKSLAYER

WHY IT'S ANGRY: Nails in the head and arms replaced with swords. We *empathise*, we really do, but it's clearly an attention deficit issue.

SCARE FACTOR 5/10

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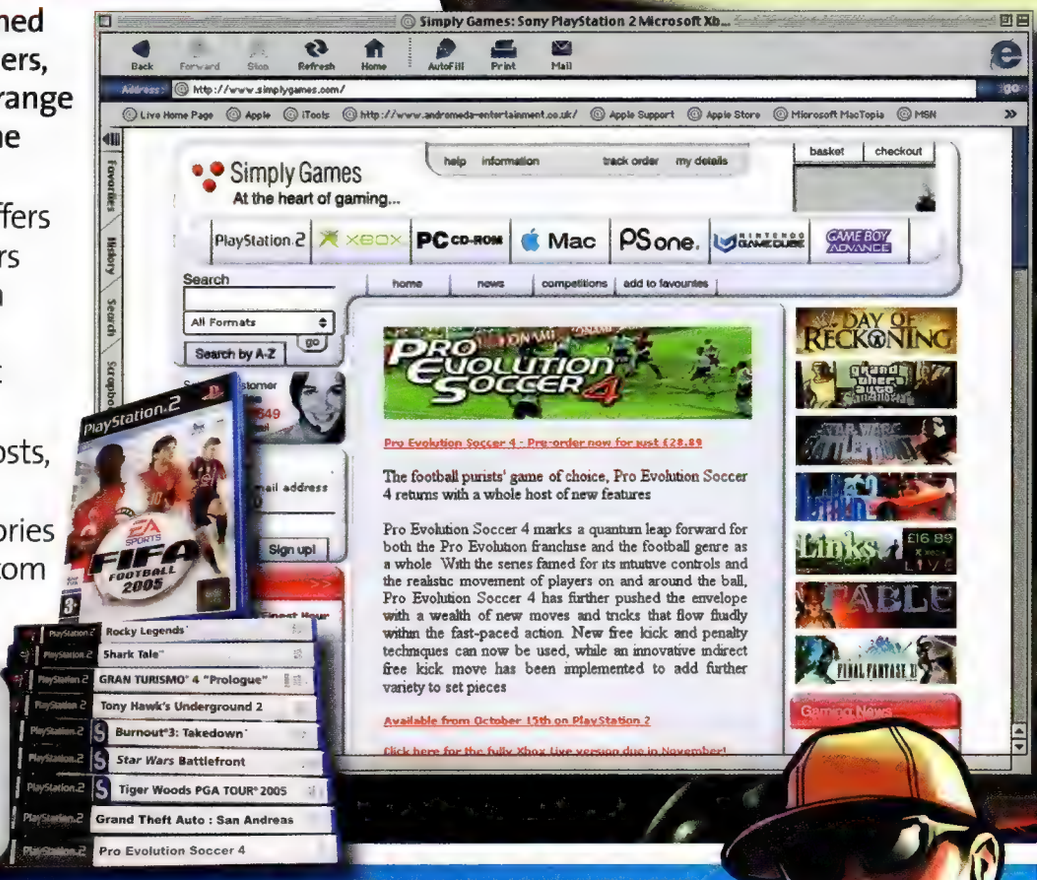
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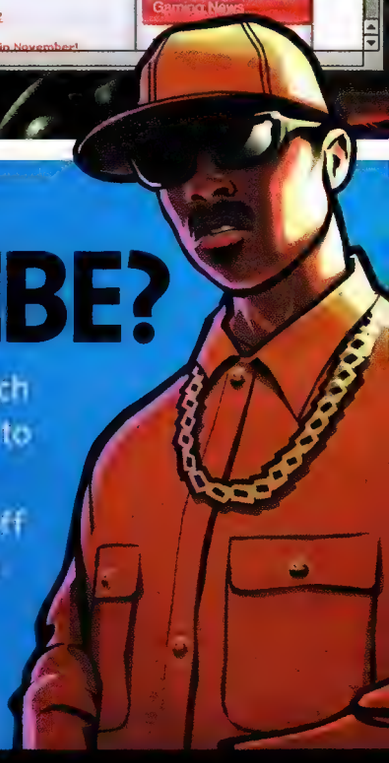

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Accelerator

SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT

TOP 20 PS2 CHART

Welcome to the charts page. Here you'll not only find out what great games are coming up, but also what's shifting on the high street right now. PLUS: Don't miss PSM2's invitation to help shape our next issue!

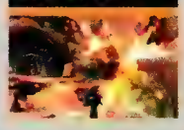
THIS MONTH	LAST MONTH	GAME NAME	VERDICT
1	NE	**GRAND THEFT AUTO: SAN ANDREAS** ■ Developer: Rockstar North ■ Publisher: Rockstar	99%
2	NE	**NEED FOR SPEED: UNDERGROUND 2** ■ Developer: EA ■ Publisher: EA	87%
3	NE	**WWE SMACKDOWN VS. RAW** ■ Developer: Jakks Pacific ■ Publisher: THQ	85%
4	NE	**THE GETAWAY: BLACK MONDAY** ■ Developer: Team Soho ■ Publisher: Sony	71%
5	2	**FIFA 2005** ■ Developer: EA Sports ■ Publisher: EA	79%
6	1	**PRO EVOLUTION SOCCER 4** ■ Developer: Konami ■ Publisher: Konami	94%
7	NE	**EYETOY: PLAY 2** ■ Developer: Sony ■ Publisher: Sony	75%
8	NE	**THE URBZ: SIMS IN THE CITY** ■ Developer: EA ■ Publisher: EA	50%
9	NE	**RATCHET AND CLANK 3** ■ Developer: Insomniac ■ Publisher: Sony	92%
10	NE	**TIGER WOODS PGA TOUR 2005** ■ Developer: EA ■ Publisher: EA	82%
11	3	**TONY HAWK'S UNDERGROUND 2** ■ Developer: Neversoft ■ Publisher: Activision	89%
12	2	**CONFLICT: VIETNAM** ■ Developer: Pivotal ■ Publisher: SCI	76%
13	NE	**X-MEN LEGENDS** ■ Developer: Raven ■ Publisher: Activision	69%
14	3	**RESIDENT EVIL: OUTBREAK** ■ Developer: Capcom ■ Publisher: Capcom	86%
15	NE	**SEGA SUPERSTARS** ■ Developer: Sega ■ Publisher: Sega	80%
16	NE	**THE INCREDIBLES** ■ Developer: THQ ■ Publisher: THQ	72%
17	NE	**COLIN MCRAE RALLY 2005** ■ Developer: Codemasters ■ Publisher: Codemasters	88%
18	5	**SPIDER-MAN 2** ■ Developer: Treyarch ■ Publisher: Activision	93%
19	NE	**ROCKY LEGENDS** ■ Developer: Venom Games ■ Publisher: Ubisoft	66%
20	NE	**MORTAL KOMBAT: DECEPTION** ■ Developer: Midway ■ Publisher: Midway	85%

▶01 SAN ANDREAS

Obvious really. Expect to see this at the top spot for weeks to come. Nothing can shift the almighty GTA.

▶09 RATCHET & CLANK 3

Hooray! The finest platforming experience on PS2 hits a well deserved top ten spot.



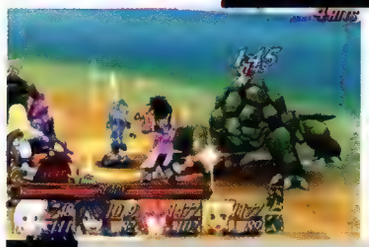
▶11 THUG 2

The dumbest game in the chart is also one of the best. We expected it to chart a little higher though. Curious.

▶20 MK: DECEPTION

A low entry for what is a feature-packed and brilliant beat-'em-up combo. A real shame, that. Do check it out.

JAPANESE TOP 5 PS2 GAMES



1	**TALES OF SYMPHONIA** ■ Developer: Namco ■ Publisher: Namco
2	**KENGO 3** ■ Developer: Genki ■ Publisher: Genki
3	**FULL METAL ALCHEMIST 2: AKAKI ELIXIR** ■ Developer: Square Enix ■ Publisher: Square Enix
4	**MEINE LIEBE** ■ Developer: Konami ■ Publisher: Konami
5	**GENSO SUIKODEN IV** ■ Developer: Konami ■ Publisher: Konami

Surprisingly, there's been no change at the top spot, nor at second place. Elsewhere, *Genso Suikoden*, one of Konami's biggest RPGs, has popped in to say hello.

10 THINGS YOU MUST DO THIS MONTH

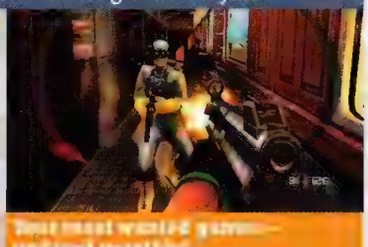
1	Buy the new *Ratchet & Clank*. Go on... buy it already! Go! Go!
2	Wear your trousers backwards then have a mad scramble at a urinal.
3	Pretend you're The Fear and slosh your tongue at people.
4	Try and 'mod' your dad's car by painting it with creosote.
5	Hide in a bush and growl at people walking past.
6	Try and eat a bees nest like Naked Snake would.
7	Make yourself in *EyeToy: Cameo* and shriek in terror.
8	Send tapes into the Pro Dojo. You can win stuff, man!
9	Pray that *Katamari Damashii 2* is released over here.
10	Try and hijack a helicopter *Mercenaries*-style.

MOST WANTED

THIS MONTH: ADAM TURNER FROM NORWICH

Tell us what games you want to see and we'll get 'em for you!

1	**TIMESPLITTERS: FUTURE PERFECT** ■ Developer: Free Radical ■ Publisher: Eidos
2	**DEVIL MAY CRY 3** ■ Developer: Capcom ■ Publisher: Capcom
3	**KILLER 7** ■ Developer: Capcom ■ Publisher: Capcom
4	**AREA 51** ■ Developer: Midway ■ Publisher: Midway
5	**RESIDENT EVIL 4** ■ Developer: Capcom ■ Publisher: Capcom



WHAT DO YOU WANT? Ever flicked through PSM2 and wished that we'd done a bit more on *Mobile Suit Gundam Z: AEUG Vs Titan*? Well tell us what you want and we'll put it in the mag! Just email a list of what you want to see to us at psm2@futurenet.co.uk.

SMACK DOWN! VS RAW
A MATCH MADE IN HELL
From the most successful wrestling game series of all-time comes the next
in sports entertainment.
programming comes to life with the addition of authentic SUPERSTAR VOICE OVER and COMMENTARY.
Choose to FIGHT CLEAN and win the crowd or FIGHT DIRTY and ignore the rules.
Go toe to toe with BRET HART, ANDRE THE GIANT and many more SUPERSTARS & LEGENDS in the brand new CHALLENGE MODE or compete head to head with gamers all over the world in ONLINE PLAY.
The influential SmackDown! Series has evolved into the ultimate experience that is
SMACKDOWN! VS. RAW
JAKKS Pacific
YUKES
PlayStation.2
POWERED BY gamespy
THQ
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"WE CAN'T HELP BUT SMILE WHEN AN ENEMY PISSES HIMSELF" SHADOW OF ROME PAGE 38

Hand

32

PROJECT SNOWBLIND

Adding a tactical twist to the FPS, this looks like a must-have for the thinking man who also likes to blast things with big guns.

36

COLD FEAR

Taking the survival horror genre out to the murky oceans, Ubisoft's zombied-up trawler's not the faint of heart. Or those with sea-sickness.

38

SHADOW OF ROME

You can make grown men piss themselves and you can chop off a guy's arm and hit him with it. What more do you need, really?

WELCOME...

DAN D

Pathetic. Scrub cut, an identikit videogame hero 7B sneer and a big gun. Well done, Eidos. We're talking about the lead character of *Snowblind*. That's him on the right – the dude with the cybernetic *thing* on his neck. He's so generic, you could wear the page as camouflage and walk around town massaging your testicles with butter. The kind of guy you wouldn't remember if you spent all night making love and he was struck by a a nuclear missile on the way home. No, sorry, he's on page 37. This time with floppy fringe No.128 and faraway look X.

We don't want cookie cutter heroes, we want *characters*, likeable protagonists who possess – to quote the dictionary – "the combination of qualities or features that distinguishes one person from another". Game publishers seem so obsessed with not offending anyone – or negative feedback from focus groups – that they'll opt for a blank canvas and pray the game does the talking. Bollocks. Give us Bruce Willis in Die Hard. Or Han Solo. Or *Raiden*. At least you can hate him. Emotions offend – but they're all that seperate us from Generic Squaddie X45.

PSM2 MOST ANTICIPATED!

PSM2

PREVIEW PROMISE

■ Publisher: Eidos
■ Developer: Crystal Dynamics ■ ETA: Spring 2005

PROJECT SNOWBLIND

Don't brush this off as 'just another FPS' – there's more to *Project Snowblind* than meets the eye. Looks like we've unearthed on of 2005's best games early...

ANTICIPATED FEATURES

- 16-player online multiplay with USB headset support.
- Open-ended gameplay that promotes the use of strategy.
- Eleven levels ranging from urban sprawls to dense jungle.
- Use biomods to upgrade and customize your character.
- Multiple routes through levels and the ability to use stealth.

It's rare for a game like *Project Snowblind* to appear on PS2. The plodding strategic combat and crouch-creep gameplay is far more suited to a PC mouse-and-keyboard setup than your favourite console. We're startled that Crystal Dynamics have even had the guts to attempt such a game on PS2. As to the fact that it looks like it *could* be something outstanding, well, we're positively shocked. But in a good way.

Maybe it's the way that it toys so successfully with familiar FPS convention? Our first play resulted in an embarrassingly abrupt death. Only seconds had passed. We were in a *Killzone* frame of mind, you see, and tried foolishly to shotgun our way through a cluster of entrenched goons. In seconds, we were bloodily taken down and forced to start again, humbled. *Snowblind* demands the player adopt a much more methodical approach to problems than simply embarking on a *Serious Sam*-style blasting frenzy.

OK, *this time*. We equip a sniper rifle and crouch behind a bollard to observe. Our teammates are laying down covering fire – a perfect opportunity to sneak around and find a sniping spot. We flick on a biomod that enhances your character Nathan Frost's (Frost? Snow? Geddit?) vision and makes enemies appear bright yellow. The coast is clear. We make a dash for a shattered building to the left and enter. Upstairs, we find a security computer which we duly hack into and use to deactivate a couple of automated turrets outside. That's one problem solved for a start.

Now for the goons holding the street below. We peer through a hole in the wall and equip our rifle scope. There are ten or so. We snipe a couple at the back but come across a close-knit group of soldiers just below us – if we shoot one, the others will flush us out. Our eyes dart around the room – aha! We discover a box of explosives. One shot to the side and it's ready to blow. In a flash, we pick it up, hurl it at the soldiers below and, in a haze of red, orange and flailing ragdoll corpses, the area is clear. Problem solved, no health lost, no sweat broken. Easy.

It's like a puzzle game in a way, albeit one that revels in its violence and gunplay. Lateral thought and logic take precedence over skill and reaction. That's not to say some problems can't be solved with pure firepower – if you're toe-to-toe with a pair of combat bots there's little else you can do but equip a chaingun and get medieval on their mechanical asses. In the long run however, you'll spend more time sneaking and sniping than blazing away with your guns. Those seeking immediate, visceral thrills will be put off, but the thinking man will appreciate the tactical nuances of *Snowblind*'s relentlessly exacting game engine. ►

LOOKING THROUGH YOU

Combining the railgun with Nathan's enhanced vision lets you take down enemies from behind cover. You can see their silhouettes flashing through walls, letting you pinpoint their position and launch a searing blast. This has been done in many games, including, ahem, *GoldenEye: Rogue Agent*, but it's still immensely satisfying.

"SNOWBLIND'S A BIT LIKE A PUZZLE, GAME, ALBEIT ONE THAT REVELS IN ITS VIOLENCE AND GUNPLAY"

ELECTRIC SHOCK: The electricity gun is weak, but its fire rate more than compensates.

OPEN FOR BUSINESS: Getting out of these situations can be troublesome.

CRATE-EST HITS: Thanks to the physics engine, boxes and other objects shatter when fired upon.

► Elsewhere the variety of gadgets and biomod powers really lifts the game. There are several types of grenade; frag (for men), EMP (for robots and mechanical things) and, best of all, spiderbots. These little bombs unleash a tiny robot with a laser gun attachment and it'll scuttle about clearing out enemies for you. Chuck a few of these around and you'll have your very own army of tiny robotic death slaves catering to your every whim. Very satisfying. Also just as useful, your nano-augmentations and implants bestow upon Nathan several powers including thermal cloaking, the aforementioned enhanced vision and increased reflexes that let you dance between bullets like Riverdance bod Michael Flatley in a drive-by. These sap up bio-energy but you can pick up power cells to keep you replenished.

There's also a convincing physics engine at work. Most objects can be picked up and thrown, and there's even a weapon called the 'Kicker' that sends a burst of energy out and lets you bash scenery all over the shop. This is good for knocking enemies over railings, creating cover for yourself or just generally pissing around. Also planned are vehicles. These'll be used for rescues and as offensive weapons in both single and multiplayer modes. The game's got more layers than a giant sponge cake, which should keep it separated from funnel-like FPS nonsense like *GoldenEye: Rogue Agent*. Well, that and the fact that it's actually very *good*.

The interface helps too. As we said, this is a genre usually more suited to mouse control. However, using the Dual Shock to access flip-down menus similar to *Metal Gear Solid* and to select items, weapons and biomods couldn't be easier. This is a prime example of the game's unique polish; every design decision helps ease the game along and it's remarkably streamlined for an FPS.

That said, there are loads of AI problems currently, but we put this down to the unfinished code more than anything. Enemies often inexplicably spot you even if you're crouched behind dense cover, seemingly completely out of sight, which disrupts the flow somewhat and makes a mockery of your attempts at furtiveness. Hopefully, this'll be ironed out before the game's release.

"SNOWBLIND LOOKS FABULOUS – A WAR-TORN URBAN SPRAWL, LASHED BY ACID RAIN."

More good news – it looks *fabulous*. The first level we played takes place in a war-torn urban sprawl flanked by buzzing neon signs and lashed by acid rain. Steam rises from drains, helicopters whirr across the sky, immense skyscrapers stretch to the clouds – it's like something out of Blade Runner. And it doesn't end there – there are bombed-out cityscapes, lush jungles, ancient temples and large financial districts to shoot in and out of, all looking exquisite and complimented by a very effective 'depth haze' that makes far-off scenery blur into the distance to add a greater perception of, well, depth. If it's far away it *actually looks further away*.

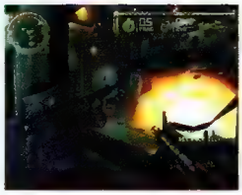
Production values aside, *Snowblind* works well on almost every level, blending action, stealth and strategy to concoct a mix that's thoroughly engaging and enjoyable. Crystal Dynamics are also working on a 16-player online mode – though quite how such a tactical shooter will work online remains to be seen. Still, we're pinning our hopes on this one. If the designers can tighten the AI up and keep the rest of the game as consistent and entertaining as the levels we've played, they'll have a winner on their hands. Our PS2 gets wiser as it gets older. **Andrew Kelly**
Snowblind *will be out at the end of this year.*

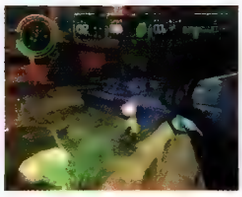
PSM² RECKONS

► First-person-shooting without the strafe-shoot-crouch tedium of other similar titles. It's got everything a good FPS needs; great physics, vehicles, guns, gadgets, massive levels, good looks and, most importantly, room for strategy and tactics. This one should keep your thumbs *and* your brain ticking over for a good long while.

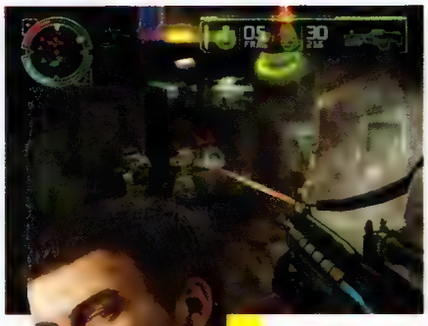
MOVIE MAGIC

► The cut-scenes are just as intense as the game. They really show off the graphics and physics engines and set the scene beautifully. Things explode, people and objects are thrown around and it's all backed up by a thrilling music score. The voice acting and script is also far better than you're used to, giving weight to an otherwise unexceptional plot. The techno-gubbins that the characters spout sounds almost convincing. Almost.





PET SHOP DROIDS: Getting this close to a Robocop-style heavy combat droid is not advised.



YOUR POWERS ARE SNEAK: Use the sniper rifle to silently dispatch wandering guards.

A STEALTH OF OPTIONS

Some missions take place indoors, and they usually involve copious amounts of stealthy sneaking about. You can take down enemies silently but there's still security to consider. Hack into terminals to disable cameras, shimmy across girders and crawl through vents in order to make your way through the level as silently as a shadow.

SOMETHING LOOKS FAMILIAR...

In terms of gameplay, aesthetics and, well, everything, *Project Snowblind* owes a lot to renowned role-playing FPS, *Deus Ex*. The game was going to be a spin-off called *Deus Ex: Clan Wars*, but was renamed and separated from the franchise for reasons unknown.

ROBOTS

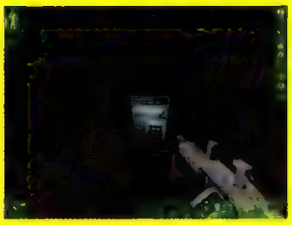
The world of *Deus Ex* is rife with mechanised death. From security bots to colossal military models equipped with railguns, wandering the cities often results in your swift slaughter.

LOCALES

Nicking liberally from cyberpunk films like Blade Runner and Ghost In The Shell, the bleak futurescapes of *Deus Ex* perfectly compliment the realistic near-future setting.

BIOMODS

Deus Ex protagonist JC Denton, a nano-augmented agent for a government security force, is modified with implants that give him superhuman strength, increased speed and more.

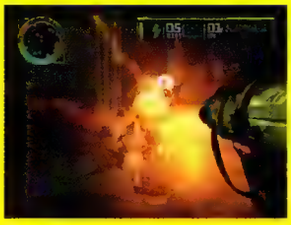


SECURITY

Security cameras, automated turrets and laser alarms all have to be bypassed in *Deus Ex*. You can sneak past, blow the source up or use special tools to hack into terminals and disable them.

ESPIONAGE

If you can't shoot your way through enemy defences, simply find another means of entry. These range from air vents and maintenance tunnels to sewers and subways – the choice is yours.

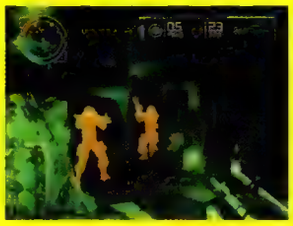


ROBOTS

As well as regular soldiers, *Snowblind* pits you against combat robots that, like *Deus*, have to be disabled using EMP weapons and grenades. Taking them out requires some thought.

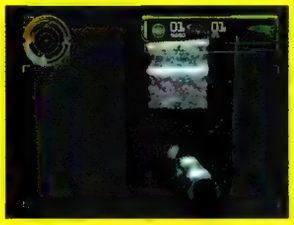
LOCALES

The neon signs, noodle bars and towering skyscrapers are identical to the metropolitan levels of *Deus Ex* and the relentless rain and murky haze make it just as immersive.



BIOMODS

Again, completely identical. Like *Deus*, using modifications saps energy that has to be replenished using power cells. Skills include heat vision, increased reflexes and invisibility.



SECURITY

Using the icepick tool, Nathan can access a building's security system to make sneaking easier. Unlocking doors and turning cameras off are but a few of the benefits of doing this.

ESPIONAGE

You can crawl through vents and take different routes to reach your destination, and although there's less freedom compared to *Deus*, you can be as strategic or as gung-ho as you like.

GIMME BLOOD LOVIN': Let's hope he brought a spare change of clothes after this shoot-out.

Publisher: Ubisoft
Developer: Darkworks ETA: March 2005

COLD FEAR

Designed to make you really wet yourself. You'll be all at sea with this one – but is it a load of ship? We doubt it very much. Who wants more boat gags? Oh. Fine.

ANTICIPATED FEATURES

- Developed by the makers of *Alone in the Dark 4* and written by Richard Dansky, author of approximately 130 White Wolf fantasy novels.
- Set out in US waters, with thunderstorms and cool aquatic weapons such as the spear gun which uses chemicals to disorientate enemies..

Not one for sea-sickness sufferers, this. Hop up onto the deck of your zombie-infested whaler ship and the screen shunts back and forth like an electified wrinkly in a rocking chair. Creep along the starboard (see, we know all the lingo) and you're showered by waves the size of a holy sneeze. *Cold Fear*'s nautically-themed gameplay certainly knows how to unsettle a sensitive gut or two and it does it in such an inventive manner that such 'horror-game' staples as splurged intestines are rarely the chief instigators.

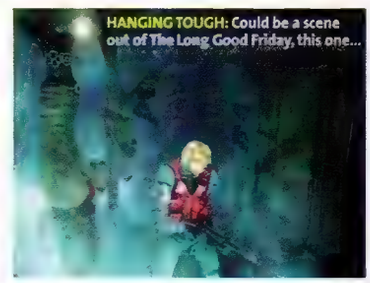
Best described as *Under Siege* meets *Resident Evil*, this survival horror's sea setting means you'll need a pack of travel sickness tablets to get stuck in. It's got zombies of the mega-speedy 28 Days Later variety; it's got hideous sea mutants that resemble *The Suffering*'s mainliners; and it's got some of the rock-hardest combat endured since an office game of paintball climaxed in blood-caked disaster last Christmas.

You play as the unlikeliest of heroes, a minimum-wage coastguard with a penchant for AK47s and flamethrowers. Where he acquired his firearm skills is one mystery, why he was sent in to investigate a mysterious ship *after* the Navy SEALS an even bigger one. And his one-man battle against armies of Russian mercenaries and amphibious horrors results in tactical shoot-outs that make *Silent Hill 4*'s clunky battering with golf clubs appear even more dated. There's an over-the-shoulder camera for furious blasting, plus the more traditional *Code Veronica*-esque view for general exploration. Which is kinda what you'd expect, really.

The potential downside is the lack of an auto-targeting aim. With zombies requiring headshots to die (cue exaggerated explosions of gore), the fighting can feel unnecessarily fiddly and frantic as you try to line-up that fatal shot. Fortunately, grounded foes are susceptible to a stamping boot, which is ideal for anyone who picks up their tricks watching Millwall. And it also makes for some rather satisfying squishing noises too...

Despite the originality of its setting, *Cold Fear* looks to be the usual third-person horror offering of door puzzles and corpses with half their faces missing. The emphasis is on action rather than slow-paced tension, but it lacks the self-aware clichés of *The Suffering*, which means it probably won't be quite as entertaining. But blood is blood, and when have we ever been ones to refuse a pint, eh? Stephen Daultry

Cold Fear will shivering on the shop shelves this March.


HANGING TOUGH: Could be a scene out of The Long Good Friday, this one...

DARK ATTACK: Okay, so where's the light switch...?

THE FLYING GAME: Just like humans, chickens and British Airways, zombies are crap at this flying lark.

ROCKING 'N' ROLLING

The rocking whaler is certainly the game's technical high-point and a good argument against playing with a hangover. During the on-deck shootouts, simply avoiding being thrown overboard is a tricky enough obstacle, what with slippery floor and thundering waves smashing into the side of the boat. Thankfully, to help you with your gun aiming you can grab onto railings to steady yourself, although fending off the bad guys while precariously clinging to the rails is very tricky.

"IT'S GOT SOME OF THE ROCK-HARDEST COMBAT EVER ENDURED"

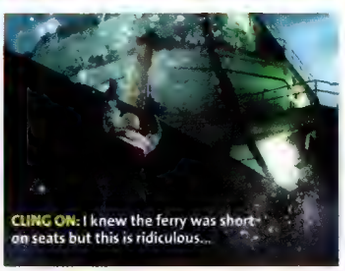
PSM RECKONS

A solid sea-based survival horror with a tricky targeting system. We're not sure if it'll offer anything particularly new to a competitive genre but appears well programmed and engaging nonetheless. It all depends on how good the story is, really, and in Richard Dansky, it's got a name writer on board. On board? Ha ha... oh, we're wasted on you lot.

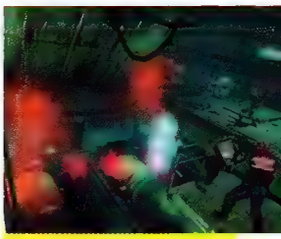
GORE BLIMEY: *Cold Fear*'s a veritable bloodbath throughout.

"COLD FEAR FEATURES SOME OF THE MOST GRUESOME KILLINGS YET"

TOMB RAIDER: There must be a door puzzle round here somewhere...


CLING ON: I knew the ferry was short on seats but this is ridiculous...

CEILING A BIT ODD: Look out for attacks from above too. Danger lurks all around.

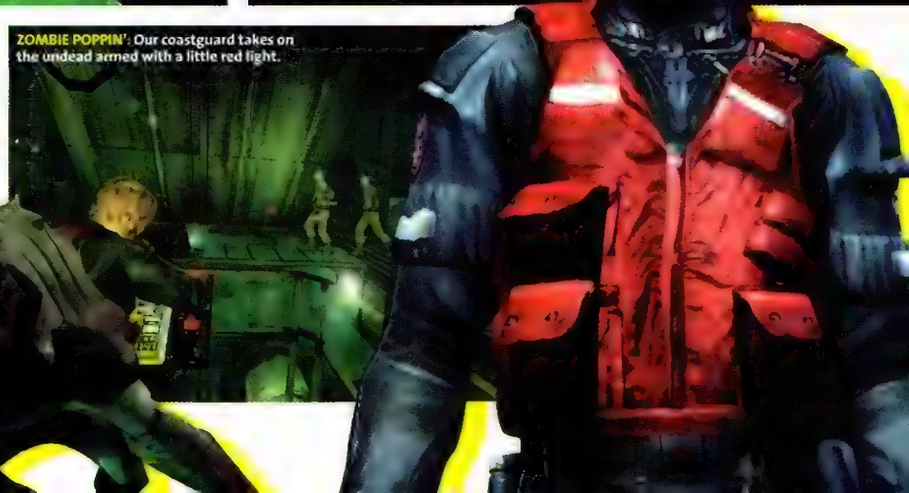


THE ORGAN GRINDER

As is the trend with most fantasy action romps these days, the environment can be manipulated to facilitate the most gruesome of killings. A highlight is the moment a mechanical bridge in an oil rig (home to a mad scientist, apparently) enables you to drop zombies onto two large, rotating grinders. The result is a particularly bloody mess that should sate even the most twisted minds of gore-mongers everywhere. According to Darkworks, there'll be even more hideous surprises as the game progresses. We doubt they'll be as violent as *The Punisher* (is that possible?) but they ought to be suitably nasty nonetheless. Those of a sensitive disposition had best avoid.

20,000 LEAGUES UNDER THE SEA

You can expect some pretty 'orrid little creatures in *Cold Fear*. The most unusual we encountered were the spindly, slightly arachnid-like Exocels, who climb up onto ceilings, whack you with their extendible legs and are a real bugger to shoot. Oh, and they can also take possession of dead bodies, which makes these critters even more of a troublesome enemy.


ZOMBIE POPPIN': Our coastguard takes on the undead armed with a little red light.

Publisher: Capcom
Developer: Capcom ETA: February 2005

SHADOW OF ROME

When in Rome, do as the Romans. And if that means beating your fellow man with his own dismembered arm, so be it...

ANTICIPATED FEATURES
- Twisting plot gives you control of two very different characters.
- A subtle blend of gory violence and stealthy puzzle solving.
- A vast range of weapons from rocks to ten-foot long axes.

As the guard writhes on the floor in a pool of his own blood, hollow eyes begging us for mercy, two thoughts spring to mind. The first is "We've just sliced a man's arm clean off!" The second is "Can we use his bloody limb to pummel him further?" Stepping over to the dearly departed appendage, we hit ◎ and find ourselves shaking hands with the lifeless thing. This guard's day is about to become a whole lot worse.

In short, *Shadow Of Rome* is one of the goriest depictions of brutality that we've ever played. We've got next-to-finished code now and the gore 'n' action factors are off the scale. It's a beautiful/bloody representation of Ancient Rome's number one sport, the Gladiatorial Games.

Shadow Of Rome dumps you in the aftermath of Caesar's murder, which is (understandably) sending shockwaves throughout the city. You start out as Agrippa, a battle-hardened warrior whose father just happens to be the alleged assassin, days away from being executed, and follow his quest from the battlefield to his hesitant participation in the Gladiatorial Games. The grand prize for winning the games? Slaying Caesar's murderer. Oh dear. Linking up with the girly-looking Octavianus, Agrippa must use his brawn to batter his way to reaching his dad while Octavianus uses his expertise to trick guards and access secure areas, in order to find the evidence to acquit Agrippa's padre from the axe.

The story's simple, but there's plenty of twists and turns to draw you in, and the fights are often outrageous enough to make you stop to draw breath. Like when you first come face to face with a giant salivating tiger in the coliseum. Or when you press △ to lob an axe at an unsuspecting guard's face and watch him drop like, well, a man who's just got an axe in the face. Or when you pick up a helmet, shield and sword and plough through hordes of enemies, limbs flying and blood cascading. You get the picture. Even the slow-paced stealth sections are thrilling, especially when you sneak up behind a soldier, breath bated, and garrotte him just before he turns around to notice you.

Not only does *Shadow Of Rome* play as good as it looks, if it fulfils its potential, it looks like it'll breath life into a stagnant genre. We're looking forward to reviewing it next month, where we'll discover whether it should be hailed like Caesar or thrown to the lions... Nathan Irvine

Shadow Of Rome gets gladiatorial on our asses in February 2005.

DEATH RACE: The chariot races offer more ways to hack up enemies. Nice.

"EASY, TIGER!" It's not just Romans, you have to slay...

MEAT SCULPTOR

TALK IS CHEAPER

Throughout the sprawling landscapes of *Shadow Of Rome* you'll encounter numerous inhabitants. Each new person you chat to will offer pearls of info, which leads you onto your next goal. If you take the time to talk to as many people as possible, some will guide you to weapon stashes and cash that, for some reason, they don't want. Romans, eh?

PSM RECKONS

Even at this early stage we're prepared to back Capcom's latest epic. If you're a fan of the *Onimusha* series then you're going to love this. With the chance to mindlessly dismember adversaries and use your brain as well, it should appeal to all. We can't wait to get our hands on the polished article. Emperor PSM2 will give the thumbs-up or thumbs-down verdict next month.

URINE FOR IT NOW

Although we can't condone inflicting this type of social embarrassment, or indeed the graphic mutilation that follows, we can't help but raise a wry smile when an enemy, well, pisses himself. Charge your ⊗ attack upon an unarmed foe and he'll drop to his knees and wet himself, before you chop him up like lettuce and leave him lying in a pool of his own micturate.

TOGA TIME

Playing as the slightly effeminate Octavianus gives you the chance to slip into interesting costumes. This isn't to quench his latent transvestism (well, maybe partly); you'll need to switch garments to enter specific areas of the game. Once you've KO'd your target you can strip them of their clothes and wear them, like in the *Hitman* games. Simple.

CROWDED HOUSE

Although he's a reluctant participant in the Gladiatorial Games, it doesn't stop Agrippa from gorging on the attention from the audience like a true egotist. Well, we all like praise, don't we? Holding ◎ and ⊗ during battle will offer a celebratory 'are you not entertained?' gesture to the blood-lusting crowd and, if you time it right, they'll throw down better weapons or food for you.

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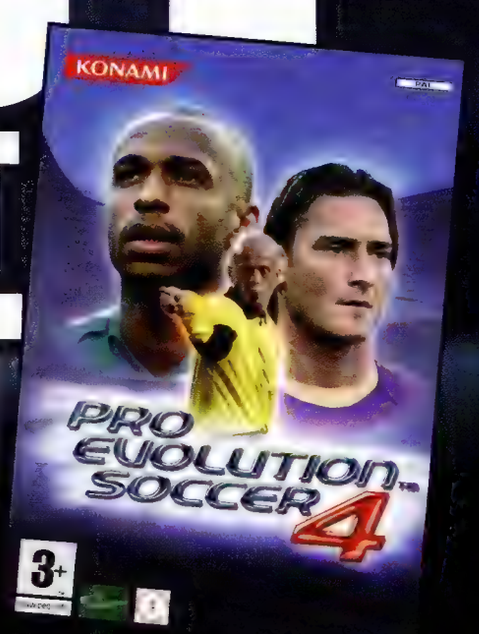
KONAMI

DON'T REST 'TIL YOU BEAT THE BEST



PlayStation.2

XBOX

PC DVD

www.pesleague.co.uk

LYCOS

Virgin megastores

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PSM2'S CHRISTMAS CRACKER

The best games of 2004, the best gadgets, the games you didn't buy but should have. It's the ultimate PS2 Christmas...

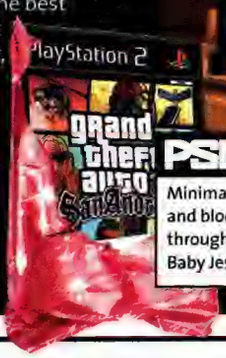
GAMES OF THE YEAR

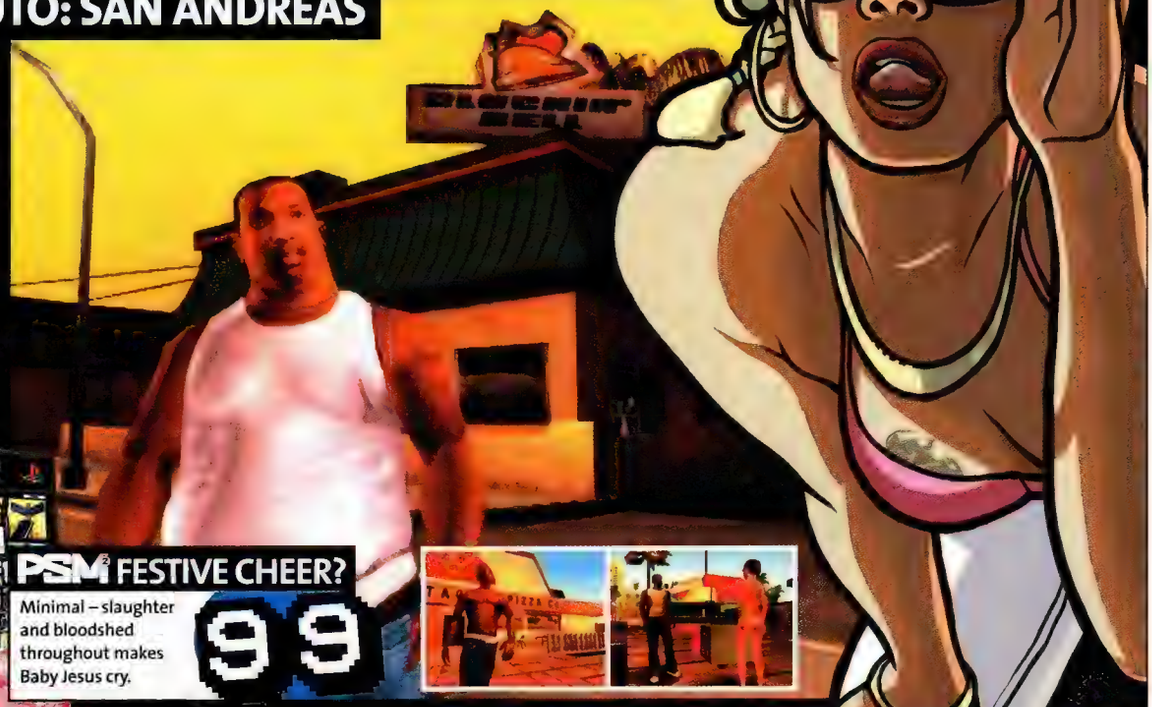
1 GRAND THEFT AUTO: SAN ANDREAS

WE SAID

"QUITE SIMPLY THE BEST ENTERTAINMENT CONSOLE GAMING CAN OFFER." PSM2#56

WHY YOU NEED IT It's been almost two months and the team are still playing through and loving *San Andreas*. Nathan is working his way through San Fierro, Andy has taken his first tenuous steps into the desert and Dan G is still in Los Santos looking desperately for something to go with his cowboy boots. This is the best game on PS2 and, to put it crudely, if you don't own it, you're mental. OK, so there's the odd graphical glitch, the targeting is slightly fudgy and – being brutal – the tunes were better in *Vice City*, but with such dizzying scale and so much to do, you can forgive its flaws.





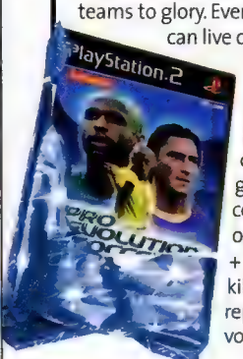
PSM² FESTIVE CHEER?

Minimal – slaughter and bloodshed throughout makes Baby Jesus cry.

99

5 PRO EVOLUTION SOCCER 4

WHY YOU NEED IT Because you can't be Thierry Henry, no matter how many Sundays you spend hobbling round muddy pitches like a crippled turkey. *PES4* lets us live out our cod dreams of captaining our teams to glory. Even Newcastle fan Dave can live out the fantasy of seeing his bunch of overpaid underachievers actually win something. Forget online play – no footie game offers such precise controls, life-consuming options (Master League + growth players = life killer) and near-infinite replay value. It's got va-va-voom, that's for sure.



WE SAID

"FIFA CREATES THE ILLUSION OF FOOTBALL WHILE PES4 CREATES ITS REALITY." PSM2#55

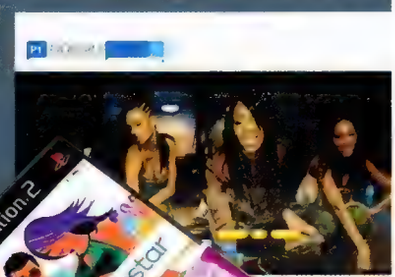
PSM² FESTIVE CHEER?

Some, although post-match teacup-hurling could spoil the Xmas pudding.

94

3 SINGSTAR

WHY YOU NEED IT Look, we're aware that there's next to no solo incentive here, but with a group there's little to rival *SingStar*. It's the ultimate self-improvement tool, increase your confidence, meet new friends and actually get better at singing – wallflowers soon become unstoppable singing madmen and it's an experience unlike any other. Well, except karaoke. It's quite a bit like that to be honest.



WE SAID

"WITH FRIENDS, IT'S QUITE POSSIBLY THE BEST GAME YOU'LL EVER PLAY" PSM2#48

PSM² FESTIVE CHEER?

Loads. Dance off the mince pies and get your granny hollering along.

90

4 BURNOUT 3: TAKEDOWN

WHY YOU NEED IT A visceral slip-'n'-slide of thrills that'll rip out your heart, throw it in a blender and hit 'frappé'. Simply the fastest game of all time and with so much to do and unlock that it makes £40 feel like a David Dickinson-style bargain.

PSM²'S CHRISTMAS PUDDING

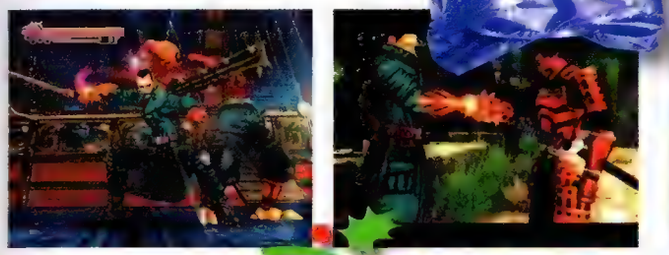
FIGHTBOX

Truly repulsive. The BBC sprung this loathsome filth upon us at the beginning of the year and asked for money in return. It's a depravity supermarket where 'bad' is free and society foots the bill. If you've any taste, you'll avoid this at all costs. These kids' parents bought it for them. Now they're in foster care. Need we say more?

"Fightbox for Christmas?!... Well tonight thank God it's them, instead of youuuuuu!"

5 ONIMUSHA 3

WHY YOU NEED IT The first two were brilliant, but this is *Onimusha* at full throttle and kicking three times as much arse. Exciting, varied, loads of weapons, scores of secret items, a killer plot and the best FMV you'll ever see. Fantastic sword-slashery – and starring a bloke who looks exactly like Jean Reno.



6 RATCHET & CLANK 3

WHY YOU NEED IT One of the year's biggest surprises. Better than both its forebears, better than the latest *Jak* and better than anything else you care to mention. Apart from the five games above, of course. Sublime, balanced, loads of stuff to do and, most importantly, *fun*.

7 KILLZONE

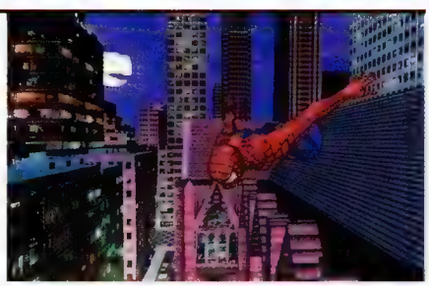
WHY YOU NEED IT Not quite the *Halo*-beater we thought it would be, but an otherwise splendid FPS. The brutal gunplay, sprawling urban environments and huge range of weapons make for an epic of Hollywood proportions.

8 DEF JAM: FIGHT FOR NY

WHY YOU NEED IT It's one of the best fighters on PS2. The sheer brutality of it all the unique context-sensitive attacks and, of course, getting various hip-hop stars to beat the living (c)rap out of each oth–

9 SPIDER-MAN 2

WHY YOU NEED IT One of the first film licenses to concentrate more on *being* the character rather than recreating the movie, and all the better for it. The web-swinging makes it feel like you're flying and the free-roaming stuff is nicely implemented. This makes us tingle. Not because of the Spider-Sense, mind you. We're just like that.



10 PRINCE OF PERSIA: WARRIOR WITHIN

WHY YOU NEED IT Bigger and faster than its predecessor. Less charming, but still your best bet for gritty action platforming this Christmas. Be warned, though, this is a more combat-laden affair than previously, with a wealth of outrageous combos to master.

THE ONES YOU DIDN'T BUY... BUT SHOULD HAVE

SECOND SIGHT

WHY YOU NEED IT:
As our 90% score testifies, this is one of the best adventures on PS2. Genius design, an empathetic main character and brilliant psychic power stuff. A story-driven masterpiece that demands your attention.

WHY YOU DIDN'T BUY IT:
Because of that cover art. Bald man weeping into his palms? What is this, *Pro Midlife Crisis Simulator*? Just buy it OK?

DISGAEA: HOUR OF DARKNESS

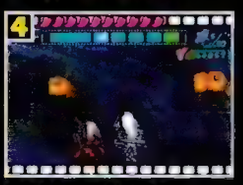
WHY YOU NEED IT:
There's no denying this looks like balls, but get past the exterior and you'll find a deep, multi-faceted strategy RPG that's rife with humour, side-quests and exploding penguins.

WHY YOU DIDN'T BUY IT:
Because it looks like something a small child with attention deficit disorder created with two blunt crayons. But it's ace.

TRANSFORMERS

WHY YOU NEED IT:
The scale of this game makes it special. Bombing across the Amazon basin, flitting across an Arctic ice field and fighting a massive robotic oil tanker are just a few of the highlights. Optimus Prime rules as much today as he always did.

WHY YOU DIDN'T BUY IT:
"I liked Transformers ten years ago – that's for kids." How wrong you are. Get this in.



VIEWTIFUL JOE

WHY YOU NEED IT:
Firstly, it's only £20 – mere pennies for such a unique game. A cel-shaded platformer in an old skool-style with clever puzzles, entertaining slow-motion combat and a hamtastic plot. Works the brain *and* the thumbs like no other.

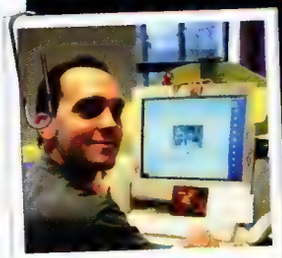
WHY YOU DIDN'T BUY IT:
Because you'd prefer to be another bland bloke with gun than a mad superhero. Fool.

PSM2'S SHOPPING GUIDE

Got some Christmas cash? Should you invest it? Give it to charity? Nah, sod it – go buy some games. With £100 each to spend the PSM2 team blew it like this...

"THE CONNOISSEUR"

"BECAUSE I'M BETTER THAN YOU, YOU OIK."



Milford
The Connoisseur

The discerning gamer needs something *different*. Namely, something old, cheap and a bit ragged. Rather like Cher...

"I'm sick of all this *Burnout* and *GTA* nonsense – I need something with big pixels and tinny music. If you know what you want ebay.co.uk is the place to go – it's riddled with old tat that's actually brilliant. For £12 and £15 I got both *Metal Slug 3* and *Gradius V* – that's at least *six hours* of pure gaming right there. Next up, *Ico*. It's as rare as one of my tea runs but I bagged the limited edition art card version for £32. No, really. It's worth it. And it's the only chance I'll ever get to hold a girl's hand. I'll buy *Maximo* on the cheap too, 'cos I like games that require cyborg-like timing. Ah ha! An unused network adapter so I can show Americans how it's done. That's it. I am now superior to everybody."

STORE: EBAY
http://www.ebay.co.uk/
THE WORLD
22.11.04 – 13:56
VAT NUMBER: 023941[illegible]388

* Metal Slug 3	£12.52
* Gradius V	£15.03
* Ico	£32.04
* Maximo	£7.53
* Network Adapter	£15.55
BALANCE DUE:	£82.67
CASH	£100.00
CHANGE DUE:	£17.33

PLEASE KEEP FOR YOUR RECORDS
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FATHER GRIFFMAS SAYS...

"Jesus. Who's stupid idea was this? You're fired! Anyway, remember the good old days? Ice Magic, Knight Rider and Galaxian? Crap, the lot of 'em! Bargains, though, if you like that sort of thing. I don't. I hate everything."

"THE BARGAIN HUNTER"

"YEP, I'M A TIGHTWAD!"

Dan D
The Bargain Hunter

Feeling thrifty this year? You can still find lots of cheap stuff if you look hard enough...

"I've been spending so much money on funny hats this month that I'm reduced to extreme bargain hunting. I went to GAME with the intention of searching the pre-owned bucket, and – in a shocking twist for shocking twist fans – that's exactly what I did. Check this – *TimeSplitters*, *Devil May Cry*, *Haven: Call of the King* (er, yes), *BG&E*, *The Thing* and *Onimusha 2*... for only £7.97 each! Then I picked up *Final Fantasy X-2* for a mere £15, *Jak 2* on Platinum and a cheap and cheerful wireless pad to top things off. There was a *slight* defecit – but the sale of my 'Hat worn by Sweet Baby Jesus "saved the day".

STORE: GAME
http://www.game.uk.com
BATH, ENGLAND
22.11.04 – 13:11
VAT NUMBER: 09394729283

* Final Fantasy X-2	£14.99
* Jak 2	£19.99
* Joytech Wireless Pad	£17.99
* 6 x £7.97 pre-owned bargains	£47.82
* Hat sold to gullible child	£0.79
BALANCE DUE:	£100.00
CASH:	£100.00
CHANGE DUE:	£0.00

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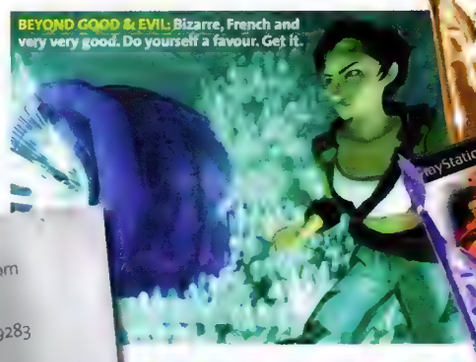

FATHER GRIFFMAS SAYS...

"Ho ho ho! I love hoes, me! They make my garden look tip-top. I used to love hos too, but the police got involved [cough]. Anyway, good work. Finding DMC and Onimusha 2 for such a tiny price is an achievement."

"MR MAINSTREAM"

"I CRAVE ACCEPTANCE!"

Sometimes, you just want something shiny and new. If you've no qualms about bankruptcy, here's what you need...

Nathan
Mister Mainstream

"I've been living in a cave under the sea for the last few months – I'm part-fish, you see – so I thought it only right that I catch up on what's hot in the land of PS2. Hmm, a copy of *Pro Evolution Soccer 4* and a Max Drive sounds good. That way I can get all of the official kits without wearing the skin off my thumb. But what's this? The fantastic *Sega Superstars*, the game that lets you actually *feel* like a monkey trapped in a ball for just £34.99?! I gotta gets me a piece of that! I don't seem to have an awful lot of money left – well £5 for cider and monkey nuts – so I'm off to shoot people and wave my arms around like Ainsley Harriot on fire! And then I might play the games..."

FATHER GRIFFMAS SAYS...

"Is this joke wearing thin yet? Thought so! Still, that's what I like – a man who's not afraid to spend. I recommend Sega Superstars and EyeToy: waving your arms around is the future. It's the best fun I've had since I gassed the dog!

STORE: HMV
http://www.hmv.co.uk/
BATH, ENGLAND
22.11.04 – 14:54
VAT NUMBER: 07294129361

* Datel Max Drive	£19.99
* Sega Superstars + EyeToy	£34.99
* Pro Evolution Soccer 4	£39.99
BALANCE DUE:	£94.97
CASH:	£100.00
CHANGE DUE	£5.03

PLEASE KEEP FOR YOUR RECORDS
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HARDWARE

Get more out of your PS2 with these tasty extras...

Let's face it – most peripherals are rubbish. Every month we sift through reams of tacky black plastic and wonky joypads that are as much use to us as Natalie Appleton's jungle survival manual. Still there are add-ons that we swear by. This is the bunch we simply couldn't live without at PSM2...

DATEL 16MB MAX DRIVE

PRICE £19.99

Now *this* is a peripheral. With it, you can download other folk's save files from the Internet and then transfer them to your memory card like you made them yourself. It's an ESSENTIAL tool for the discerning *PES* fan as fansites let you access files with all the official kits and other feats of extreme customization. As a bonus, the device also acts as a portable drive for carting around your files.

ESSENTIAL FOR
PRO EVOLUTION SOCCER 4

RADICA RACE-PAC

PRICE £59.99

This adjustable seat-o-fun comes equipped with a steering wheel, pedals and has a rumble feature installed in the seat. Anyone can fit in, which is good news if you've just bust your belt by binging on mince pies and meats. If you want to cart the thing around, it all folds into one snug (if heavy) package that'll tuck into a car boot easily. If you don't mind looking marginally ridiculous, this is definitely the best wheel 'n' chair combo we've ever seen.

ESSENTIAL FOR
COLIN MCRAE RALLY '05

E-REAL UNIVERSAL LIGHT GUN

PRICE £37.95

This isn't just any old light gun – for one, it's wireless (just like real guns) and secondly, it works with every type of screen you can think of as it uses a additional camera to record your shots as opposed to the screen itself. This means that it's the first light gun compatible with projection and plasma screens. Imagine playing *Time Crisis* on a screen the size of your living room wall! It works. It's ace.

ESSENTIAL FOR
TIME CRISIS: CRISIS ZONE

JOYTECH LCD SCREEN

PRICE £140

Gone are the days when LCD screens were the size of a bungalow and twice as heavy. This little thing sits by your PS2 and presents your games in lovely RGB-o-vision with booming SRS sound. And it comes with more cabling options than a nuclear plant so you can fix it in your car or even mount it under your kitchen units. It's massively portable and looks the business in any set-up. Works with DVD players too.

ESSENTIAL FOR
PORTABLE VIEWING

JOYTECH WIRELESS CONTROLLER

PRICE £17.99

If you're sick of tripping over wires or just fancy playing games while sat on the bog, get these in. We use them all the time. No mess, no fuss, no bitter after taste – they feel good, look good and they work. They're also coated in sexy rubber, so you'll never have to worry about moist palms ever again. The pads are a decent shape and you'll adapt to their slightly larger frame in next to no time.

ESSENTIAL FOR
EVERY GAME EVER

PSM2'S READER AWARDS

What do YOU think were the greatest gaming moments of 2004? Cast your eyes over these categories and let us know...

Let's face it – we make mistakes. We're just shoe cobblers winging it as professional games journalists and that's why we need *you*. Let us know what rocked your world in 2004 and vote in the PSM2 2004 Readers Awards! Simply mull over the categories below, read our suggestions and then use the form to send us your nominations. We'll announce the winners early next year and one lucky reader will get famous and win free stuff! (See below.)

1 BEST GAME CHARACTER

■ What do you look for in a character? Brains? Brawn? Er... *Bwains?* Whatever the case, tell us which hero made you sit up and pay keen attention this year.

WE RECKON

JACQUES FROM ONIMUSHA 3 might look like a sad puppy, but he'll shoot you in the face, whip you up and digest your soul without even blinking. He's like that – French.

2 BEST DEVELOPER

■ Without developers, we'd have no games. By all means vote for the big players, but, as we tell our lady friends, you need to big up the little guy too.

WE RECKON

Brit boys **FREE RADICAL** deserve a mention if only for the massively underrated *Second Sight*. Their dedication to quality is formidable. Can't wait for the next *TimeSplitters*.

3 DEFINING MOMENT

■ Was there one particular moment this year that restored your faith in games and PS2? What was cooler than Iceland's dessert aisle for you in 2004?

WE RECKON

Gotta be the **NEW LOOK PS2**. The best machine you can buy gets smaller and sexier. You can't get one for love nor money right now which proves what a winner it is.

4 BEST SOUNDTRACK

■ Music is the key to a game's atmosphere, whether it's the radio stations of *GTA* or *Silent Hill*'s harrowing ambience. But what turned you on?

WE RECKON

For the hipperty hoppers out there, **DEF JAM: FIGHT FOR NEW YORK**'s beats and stylin' rhymes complimented the brutal, head-smashing action beautifully.

5 BIGGEST DISAPPOINTMENT

■ It's rare that a game lives up to the hype and 2004 has been *rife* with crushing disappointment. So, which games crushed your fragile sense of hope this year?

WE RECKON

GOLDENEYE: ROGUE AGENT. We *almost* thought it would turn out halfway decent, but we were sorely wrong. A license criminally pissed up against a shabby wall.

6 UNSUNG HERO

■ Who or what has been criminally underappreciated this year? Whether it's a game, developer or publisher, we want your suggestions.

WE RECKON

Massive respect to publishing wizards **KOEI** for having the chutzpah to bring obscure Japanese titles like *Disgaea* to Britain. And not moaning when no-one bought them.

7 BEST GAME

■ It's the big one. What do you think the best game of 2004 has been. Are you still playing *San Andreas* or has the lengthy lure of *Pro Evo* now returned to you PS2?

WE RECKON

It's a toughy but, given that we gave it our highest score ever, we have to back **SAN ANDREAS** for the biggest award. Maybe we'll get back to *PES4* soon. But not just yet, eh?

THE FORM

▶▶▶▶▶ MY NOMINATIONS!

1. BEST GAME CHARACTER (and why):.....
2. BEST DEVELOPER (and why):.....
3. DEFINING MOMENT (and why):.....
4. BEST SOUNDTRACK (and why):.....
5. BIGGEST DISAPPOINTMENT (and why):.....
6. UNSUNG HERO (and why):.....
7. BEST GAME (and why):.....

NAME:.....AGE:.....

ADDRESS:.....

.....

.....

Send your completed form to...
2004 Readers' Awards, PSM2, Future Publishing, 30 Monmouth Street, Bath BA1 2BW
Or alternatively, e-mail your nominations to **psm2@futurenet.**

WIN A YEAR'S SUBSCRIPTION TO PSM2

Send your entries in and one reader will bag PSM2 for free next year! Plus we'll have them in the mag to explain their choices. Get voting!

DON'T PLAY STATIONARY!
LOGITECH® CORDLESS ACTION™ CONTROLLER for Playstation®2 gives you the winning edge from up to 30 feet away – no kidding. This high precision controller is driven by Logitech's proprietary 2.4Ghz technology that eliminates cords and lag. And it's small, light, and fast enough to edge out the competition still using old school controllers. Extra-long battery life immerses you in the action for over 50 hours of gameplay with vibration. Go cordless.
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THEY CAN TAKE AWAY YOUR LICENSE TO KILL
BUT NOT YOUR DESIRE

TRAINED AS AN ELITE MI6 AGENT YOU'VE BEEN EXPELLED FROM THEIR RANKS FOR YOUR RECKLESSNESS AND BRUTALITY. NOW, AS A ROGUE AGENT, YOU'LL USE YOUR TRAINING ALONG WITH AN ARSENAL OF OVER 100 TWO-FISTED WEAPON COMBINATIONS TO SHOOT YOUR WAY TO THE TOP OF THE CRIMINAL UNDERWORLD. YOUR SINGLE-PLAYER, SPLIT-SCREEN MULTI-PLAYER OR ONLINE** CRUSADE FOR VENGEANCE BEGINS AT EAGAMES.CO.UK/BOND

MGM INTERACTIVE

PlayStation 2 XBOX NINTENDO GAMECUBE

*Available play via broadband on all platforms. One access code/network cable per console. **INTERNET CONNECTION required for online play.

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EA
GAMES
Challenge Everything

"BROODING, ATMOSPHERIC AND AMONG THE FINEST MOMENTS IN RESIDENT EVIL HISTORY." RESI OUTBREAK FILE 2 PAGE 76

Revie

PLAYED TO DESTRUCTION BY PS2 EXPERTS

60

GHOST RECON 2
Skulking around jungles and forests has never been so much fun! Well, it has actually. This is a bid dodge. What an almighty fudge-up...

64

ACE COMBAT 5
This fighter sim doesn't quite catch Maverick's six, but it's pretty good nonetheless. If you like flying and shooting, you can't really go wrong now, can you?

68

FUTURE TACTICS
Think, point and attack. The rarest genre on PS2 rears its head in the form of this pleasing but average think-'em-up.

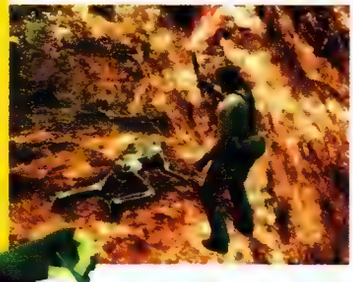
You want more?!
We've got reviews of King Arthur (70), Premier Manager (69), Blood Will tell (78), and The Incredibles (62). Will that do you? Well there's more too! Dive in.

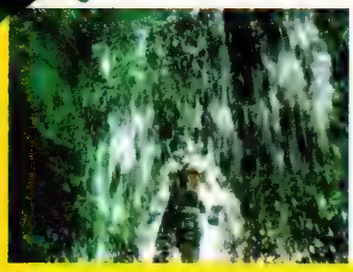
WELCOME...

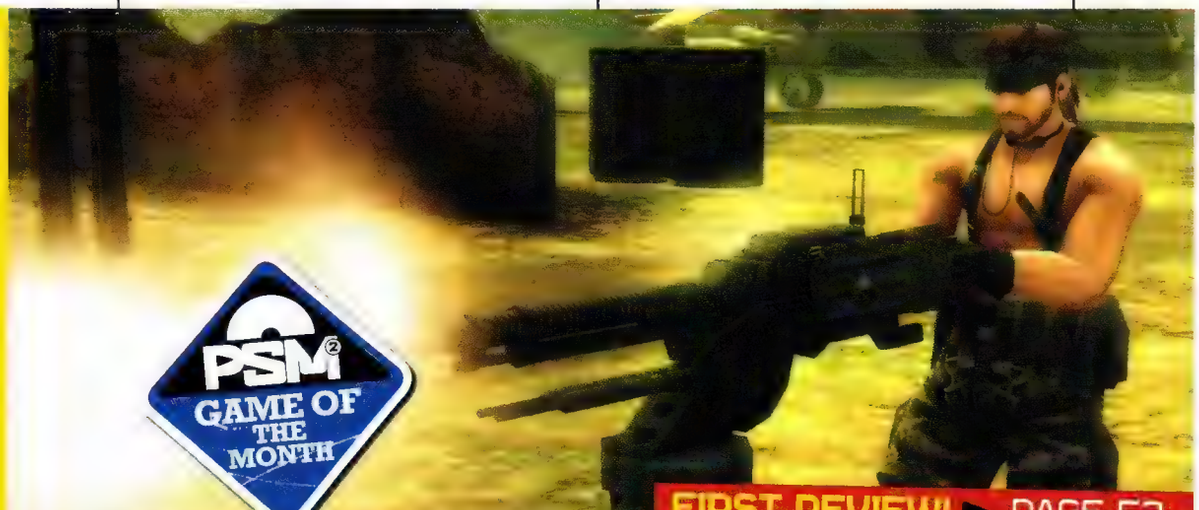
DAN G

***San Andreas* has left the building. And with Christmas winding down into the familiar eggnog-fuelled torpa of indifference it's time to mop up the dregs. With the exception of *Metal Gear Solid*, this reviews section is riddled with games that, well, we'd frankly rather not be playing. After polishing off *San Andreas* and *MGS3* having to play *Knight Rider* is like being smashed in the face with a fish.**

But what can you do? Nothing. You just have to be extra-thankful for the good stuff. There's a nice Christmas message for you; be *thankful*. For every *Crash 'n' Burn* there's a *Burnout 3*, and there are more than enough games to keep you busy over the festive period. And let's face it, if you don't like any of our recent favourite games (see page 42) then you really shouldn't be playing PS2 in the first place. So stop complaining. Throw open the doors, run into the street and proclaim as loudly as possible, "Games are great!" – you'll get dirty looks from the neighbours, but at least you'll be content with yourself.







PSM2 GAME OF THE MONTH

FIRST REVIEW! ► PAGE 52

METAL GEAR SOLID 3: SNAKE EATER

The first review of the best MGS yet!

PLAYING PS2 LONGER, HARDER,

► DANIEL GRIFFITHS
EDITOR: Dan's repertoire of imaginary instruments grew by one this month. The invisible harmonica has been a bone of contention however, mainly due to his persistent knee-slapping.
SPECIALIST IN: Driving
FAVE GAME THIS MONTH:
Metal Gear Solid 3: Snake Eater

► DANIEL DAWKINS
DEPUTY EDITOR: Dan was injured playing football this month. After guiding his team – We Are Gay United – to victory he was hit by a bus in the way home.
SPECIALIST IN: Extreme Sports
FAVE GAME THIS MONTH:
GTA: San Andreas

► DAVID COOK
PRODUCTION EDITOR: New bloke Dave came to PSM2 from the UK's biggest unofficial shed magazine, 'Shedforce'. He's an expert on sheds and even sheds his skin daily.
SPECIALIST IN: Platforming
FAVE GAME THIS MONTH:
Resident Evil Outbreak: File 2

REVIEWS

RESIDENT EVIL OUTBREAK: FILE 2

Load the fun shotgun – we're gonna bag us a couple of zombie elephants.

REVIEWED THIS MONTH!

METAL GEAR SOLID 3 52
GHOST RECON 2 60
THE INCREDIBLES 62
ACE COMBAT 5 64
OUTLAW GOLF 2 66
FUTURE TACTICS 68
PREMIER MANAGER 2005 69
KNIGHT RIDER 2 69
KING ARTHUR 70
U-MOVE SUPER SPORTS 72
GUILTY GEAR X2: RELOAD 73
POOL SHARK 2 73
CRASH 'N' BURN 74
RESIDENT EVIL OUTBREAK: FILE 2 76
BLOOD WILL TELL 78

DVD MOVIE REVIEWS

LORD OF THE RINGS: RETURN OF THE KING 80
I, ROBOT 81
KING ARTHUR 81
THE ULTIMATE MATRIX COLLECTION 81
STAR TREK: SEASON 3 81
BATFINK: THE COMPLETE COLLECTION 81
THE COEN BROTHERS COLLECTION 81
OPEN WATER 81
AZUMANGA DAIOH 81
SPRIGGAN: THE MOTION PICTURE 81

PSM2 SCORING

PSM2 is 100% editorially independent and we mark hard, but fair. We know you want buying advice you can trust and that's why when you see a game with a good score from PSM2 on the box, you can guarantee it's going to be worth the price. Marked precisely out of a 100 rather than "three stars out of five", here's what those scores mean:

0-29	**Shoddy nonsense that deserves a hoofing. If you see a game with a score below 30, move away from the shelf and look elsewhere.**
30-49	Some fun to be had and it might even look nice graphics-wise, but the gameplay and design are sure to be seriously flawed.
50-69	**An average score for an average game – no major faults. This is fine for die-hard fans of the genre or if you're after a decent budget release.**
70-84	Now we're talking. A massively entertaining game that only just misses out on being really special. This will offer top value for money.
85-89	**Get your wallet out! Playing as good as it looks, a game in this tight scoring band will be a near-classic and comes highly recommended.**
90+	Unmissable. Essential. Superb. Classic. A game that scores over 90 deserves all the plaudits it gets and is guaranteed to push your PS2 to the next level. If you're a real gamer, you will need this game.

AWARDS

If you see one of these fellas, you know your luck is most definitely 'in'...

PSM2 BRONZE AWARD

Awarded to games that score over 70. A thoroughly enjoyable, solid game and no mistake.

PSM2 SILVER AWARD

Awarded to games that score over 80. A top quality, cracking game is guaranteed.

PSM2 GOLD AWARD

Awarded to games that score over 90. Reserved for true classics – don't expect to see many of these.

PSM2 GAME OF THE MONTH

The best game in the issue. If you're getting only one game this month, get this!

U.S.Robotics

PSM2 plays online wirelessly with US Robotics hardware

FASTER THIS ISSUE:

NATHAN IRVINE

STAFF WRITER: Nathan travelled to Vegas this month with dreams of being a dancer. Due to shitness, however, he failed and reluctantly returned home, a shadow of a man.
SPECIALIST IN: Sports, Action
FAVE GAME THIS MONTH: *Ace Combat 5*

JES BICKHAM

WRITER: Jes believes that every time you use an EyeToy, a portion of your soul is stolen by tiny goblins hidden in the lens. He also believes that foxes are made of string.
SPECIALIST IN: Adventure games
FAVE GAME THIS MONTH: *Knight Rider 2*

ANDREW KELLY

STAFF WRITER: On an impulse, Andy bought seventeen rolls of woodchip wallpaper and a wheelbarrow this month, and set fire to them in the middle of a field. Why? Why not.
SPECIALIST IN: Adventure games
FAVE GAME THIS MONTH: *Ghost Recon 2*

PSM2 REVIEW PROMISE

PSM2's review scores are the only ones you can trust. Here's why:

- PSM2 is 100% editorially independent. That means waffle-free, no-bullshit reviews that say what a game really plays like, good or bad.
- PSM2's reviews are written by PS2 experts – years of gaming experience is working for the world's best games magazines means we know what we're talking about.
- PSM2 goes into the detail that real gamers want. Want to know how many a mode affects a game or what the network bag is like? Read PSM2. Want to know what a game would be if it was a biscuit? Read another mag.
- Look at our rivals' best games and ours is in terms of graphics, sound, gameplay and lifespan.
- We fit more screenshots than any other magazine and with PSM2 you see what a game really looks like not shots of the CG intro or box artwork.
- Games are fun – but it's no fun if you buy a stinker. That's why we mark hard but fair at PSM2.
- PSM2 is written by gamers for gamers – and that means while we're first with the big budget, must-have games we're more excited by unusual, hard-to-get, genre-bust new gamers too.

INFOSTRIP

DETAILS
Developer: KCEJ
Publisher: Konami
Players: 1
Memory Save: 90Kb
Widescreen: Yes
50-60Hz: No
Surround Sound: Yes

PREVIOUSLY IN PSM2...
"MASSIVE AND RIFE WITH SUB-PLOTS, CONSPIRACY AND INTRIGUE."
PSM2#55

GAMEFAX
Action
Violent
Sequel
PS2 Exclusive

TRIVBURST
- Bigger than MGS2. 20+ hours, at least.
- Whiny rockers Starsailor provide warbly track for closing credits. Odd...
- Vulture tastes better than Kenyan rock crabs..

PSM2
GOLD
AWARD
THE MONEY SHOT
CENSORED
Boss faces off against her protégé Snake for the final time in a field of gently swaying white flowers. We want to tell you what she says, what *he* says, and who lays what manner of smack down upon whom, but it'd be spoiling sooo much. Brilliant.
WATCH IT ON THE DVD VIDEO

TOP 5 REAL THINGS TO HIDE BEHIND

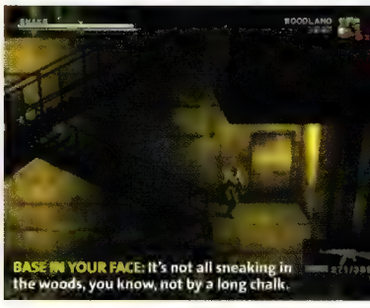
- Shipping crate
- Bus
- A smile
- Your Mum
- A superior attitude

GAMEPIE

20% Watching cut scenes.
10% Sorry, the cut scenes aren't over yet.
35% Old skool sneaking.
25% Shooting stuff/people/bipedal nuclear tanks.
10% Playing Susie homemaker with food, clothes and medical supplies.

ATTENTION!

We don't want to spoil any of your enjoyment of MGS3. If you see <SPOILER AHEAD> it means that some teeny plot details are coming up and you should read on only if you're sure. When you see <SPOILER ENDS> the sensitive info has passed and you can read on with confidence.



BASE IN YOUR FACE: It's not all sneaking in the woods, you know, not by a long chalk.

"METAL GEAR RISKS BIG BUT WINS BIGGER..."

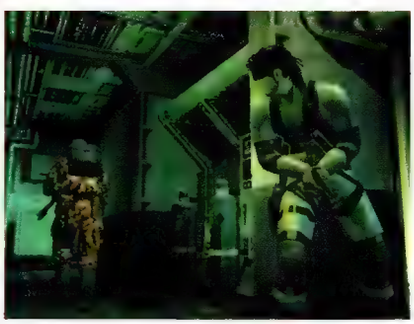
METAL GEAR SOLID SNAKE EATER 3

So has the daddy of all stealth games got itself lost in the woods after all? Yes, but it's all part of the plan...

'It's over. Kojima's only gone and broken *Metal Gear*. Only a matter of time, really, but still...' And with that, we despondently turned off the PS2 for the night. A mere two hours into *Metal Gear Solid 3: Snake Eater*, the latest in the greatest stealth action series ever conceived (no, Sam Fisher, you're rubbish), and it looked like the massive hype machine had finally outstripped creator Hideo Kojima's ability to deliver. Far from being a promised brave return to core values for the franchise, with low tech 1960s gear forcing players to sharpen their sneaking skills like never before, the newly jungle-relocated cat and mousery was proving to be excruciatingly slow and arbitrarily mean. Worse still, the heavily trailed survival skills, encouraging you to tinker with camouflage patterns, battlefield surgery and fauna-sushi kitchen-craft, seemed to splinter gameplay that was already perilously fractured by the return of a series staple many hoped would be gone this time around: the long-winded cut scene. In fact, it was as the realisation hit that we'd just watched 30 or so minutes of plot exposition either side of a slender 10 minutes actual playing, that we decided to pack up for the night. Heavy heart. Bloodshot eyes. Farewell old friend. Another classic goes off the boil...

Well, you *know* that's not how the story ends. And given the final score (of course you looked. Who doesn't?) you may well be expecting some kind of *Metal Gear* epiphany. That or a visit in the night from Psycho Mantis. But no. Here's what happened. After those early (and, make no mistake, very real) frustrations, the game grew. It grew in scope, scale, complexity and eye-caressing spectacle. And when we finally thought *Snake Eater* had hit terminal entertainment girth, it popped a couple of buttons, whipped off the belt and tucked into dessert. Best of all, now that we've played the game through from deliciously overblown Maurice Binder Bond style opening credits to Starsailor credit-closer, those initial annoyances now feel more like growing pains.

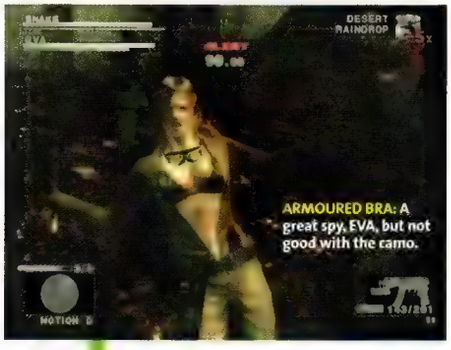
"GROWS IN SCOPE, SCALE, COMPLEXITY AND SPECTACLE"



NEW TO MGS?

It's all about tanks. Gigantic, bipedal nuclear tanks called Metal Gears that threaten to give anyone who controls them the ability to overthrow the delicate balance of power in the world. One such man was a former US soldier of legendary skill known by the codename Big Boss. Though running a US covert ops group, Big Boss was actually a traitor, trying to seize the Metal Gear technology for himself. He was defeated by his protégé called Solid Snake, a man cloned from Big Boss himself along with two other children, Liquid and Solidus Snake. The three would continue the fight for Metal Gears (in *MGS* and *MGS2*). Snake Eater goes back in time to find out why, and how, Big Boss became the man he did.

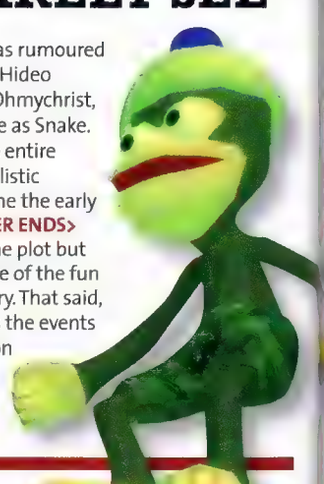
SNAKEY GET YOUR GUN: The first boss battle pitches you against a fresh faced Ocelot.



"FEELS EVERY BIT PART OF THE FAMILY WITH A FRESHNESS THAT THREEQUELS RARELY SEE"

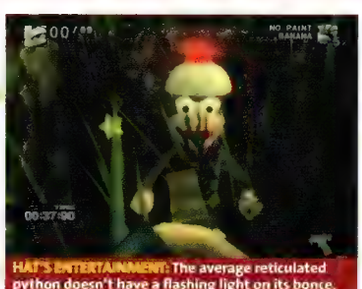
than spanners in the *Metal Gear* works. And so here's the assurance all *MGS* fans have been waiting to hear. *Snake Eater* rocks. Kojima and team have succeeded in creating a superlative successor to *MGS2* that manages to feel every bit a member of the 'family', while hitting you with a freshness and energy that threequels rarely get to flex. It is, to put it another way, *essential*.

So, a word or two about the plot. God love you, if you've never seen the words 'metal', 'gear', and 'solid' printed together before today, we strongly recommend you take a swift course in Snakeology before continuing. ('*New to MGS*'. It's on the previous page). As for everyone else, a few myths dispelled and facts confirmed. **<SPOILER AHEAD>** Snake Eater is set entirely in 1964 – no sudden leaps into the future or VR plot twists as rumoured and, despite a prank played on fans by Hideo Kojima that suggests otherwise (See 'Ohmychrist, No!'), you play through the entire game as Snake. Chronologically, this is a prequel to the entire series and follows the story of the idealistic operative that would eventually become the early games' arch nemesis, Big Boss. **<SPOILER ENDS>** We're itching to tell you more about the plot but frankly, we don't want to spoil a minute of the fun you'll have finding out for yourself. Sorry. That said, prologue done, the game neatly covers the events of Operation Snake Eater; a US incursion deep into Soviet territory to rescue a brilliant scientist called Sokolov, who's being forced to complete work on a

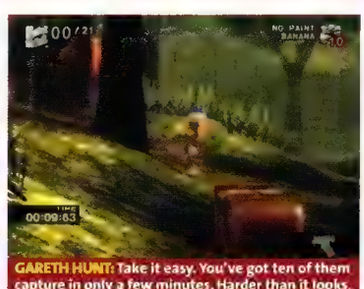


SNAKE GOES APE

Now this has to be one of the most inspired franchise crossovers in gaming history. Take one stern-faced stealth operative (Hello, Snake) and put him in his lush, new jungle terrain to pit wits against the apes from the awesome *Ape Escape* games. Look at them! They even have little combat dungarees on. Bless. But this is no time for sentiment. Apparently, Hideo Kojima is a massive *Ape Escape* fan and jumped at the chance to incorporate the cheeky monkeys in the new '*Gear*. Your mission is to hunt the apes down, trap them and... Wouldn't it be great if you could gut and grill them? Missed opportunity, that.



HAT'S ENTERTAINMENT: The average reticulated python doesn't have a flashing light on its bonce.



GARETH HUNT: Take it easy. You've got ten of them capture in only a few minutes. Harder than it looks.

MONKEY GEAR SOLID: Well, it was bound to happen sooner or later. All hail the best Gear yet!

WALL OF THE WILD: The camo works. Trust it

EXTRAS! EXTRAS! EXTRAS!

Why play more than once?

■ Are you crazy? Depending on your finishing rating you could get a tuxedo to wear, Boss's patriot gun or Ocelot's revolver, not to mention all the good stuff you collected first time around.

WHAT'S THE FREQUENCY, KOJ?

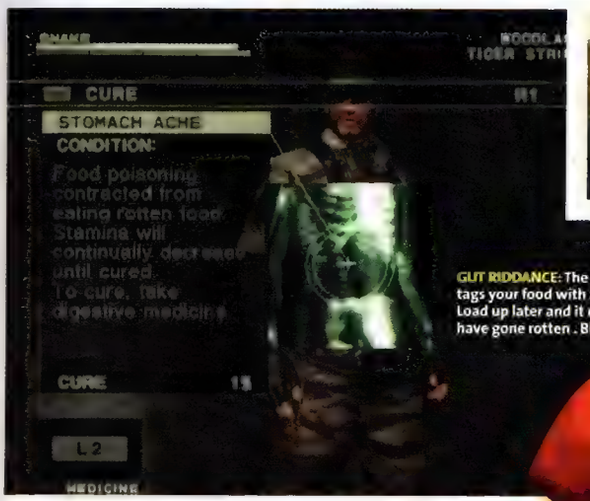
From possessed Dual Shocks in *Metal Gear Solid* to Japanese starlets 'guesting' on the US Marines' slide projector in *Metal Gear Solid 2*, Hideo Kojima loves to throw hidden little extras into his games. We've found a few. Can you do any better? We'd love to hear from you...

FROG ON: Shoot the frog money boxes. You'll get yourself special, secret camouflage patterns the next time you play.

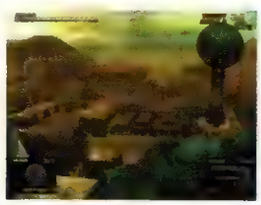
QUEASY LISTENING: Some stations can heal Snake.

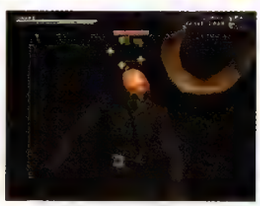
HE'S BEHIND YOU! A Snake's eye view of a cutscene.

FIGHT NIGHT(MARE): After you've been caught by Volgin, save and reload, and you can play a minigame: Snake's Nightmare.



GUT RIDDANCE: The game tags your food with a date. Load up later and it may well have gone rotten. Bleeurgh!





gigantic, nuclear tank that threatens to ratchet up the temperature of the Cold War by several million degrees. Snake's our man in the field, and heading up the renegade Soviet forces who've captured the boffin? None other than Snake's former mentor and special ops M.I.L.F., The Boss...

Stripped of all the narrative navel gazing, this is classic tactical espionage action (ie. evasion is nearly always a safer option than confrontation), but with a journey through wildly different environments (man-made and natural) replacing the earlier games' focus on a single, self-contained base. And so you'll hide, seek and shoot your way through mangrove swamps, wind-swept mountain ranges, dank bat-infested caves, lush tropical jungles, European forests, sewers, cavernous ventilation systems, picture postcard meadowland and redbrick laboratories.

RUSSIAN ROULETTE: Ocelot loves to dice with death.

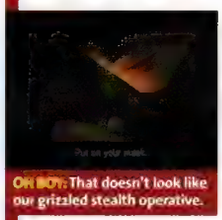
"CLASSIC TACTICAL ESPIONAGE ACROSS MANY WILDLY DIFFERENT ENVIRONMENTS"

THERE AND BACK: Now, if only you could get in and fly the thing...

"A FANTASTIC TAPESTRY OF ENVIRONMENTS. SNAKE'S JOURNEY IS EPIC IN SCALE"

OHMYCHRIST, NO!

What a funny man Kojima is. The game asks if you've played *MGS2* at the start and if you answer 'yes' the opening movie shows none other than *MGS2* pariah and ladyboy gimp, Raiden, prepping up for the mission. Fearing the whole game may be ruined and totally Snake-free, we could almost hear Koj laughing back in Tokyo as Snake removed the Raiden mask he'd been wearing for the parachute jump. Bastard.



OH BOY: That doesn't look like our grizzled stealth operative.

OH BOY, OH BOY: So maybe he's shaved. And had a dye job.

FAILED: The blood turns to ice water and a migraine kicks in. Not the whole game, not as Raiden. Not again...

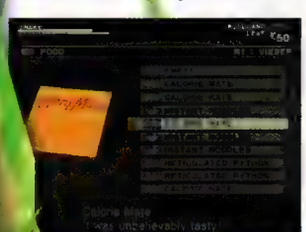
LOOKING UP: Hang on. The beard. The steely look. Is it...?

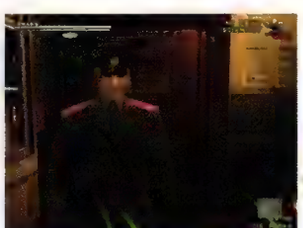
COMING HOME: What a joker that Koj is, eh? Knew all along.

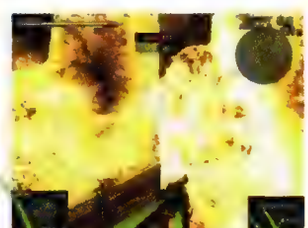
<SPOILER AHEAD> And that's all *before* you get to your real destination; a positively enormous military base, complete with a three mile long runway, tank car park and smoothie bar. OK, maybe we lied about the smoothie bar, but the rest is true and utterly staggering in scale. **<SPOILER ENDS>** You may well have read about some of these locations previously in PSM2. What you won't know, what you *can't* know until you play, is how epic Snake's journey feels. The first time you get a vertigo inducing mountain top glimpse of the military base; the headlong motorbike chase threading through darkened woods; the stamina-sapping wade through the sweaty, chirruping canopy of the mangrove swamp. If one of *MGS3*'s main themes is survival, it's this fantastic tapestry of environments that gives the idea real legs.

As hinted at earlier, the transition from bleak corridors with predictable geometry and no-brainer hiding places to organic terrain where only rudimentary SONAR and sharp eyes stand between you and discovery, is not, initially, a smooth one. Until you become adept at scouting ahead with the first-person-view directional microphone or by using the right analogue stick to massage the camera view beyond your current perspective, there's a good chance you'll get surprised by guards more times in the early stages of *MGS3* than you ever remember getting snagged in *MGS2*. But be patient and you'll discover that the terrain works for whoever sees its potential best. Lie in tall grass or inside a hollow tree trunk with a SVD sniper rifle equipped and it's perfectly possible to wipe out an entire squad on full alert before they've even got a fix on your position. Equip the thermal imaging goggle every so often and you'll never miss another spike trap again.

Even when the lush scenery gives way to grey Soviet interiors, the loss of the earlier games' pathetically helpful Soliton Radar forces innovations in how you go about sneaking. One example of this is a scientist's uniform that becomes part of your camouflage wardrobe at a key point in the game. Pop this on and it's possible to walk straight past military personnel without a second glance. Not so with the other scientists, though. Let them get a look and they'll raise the





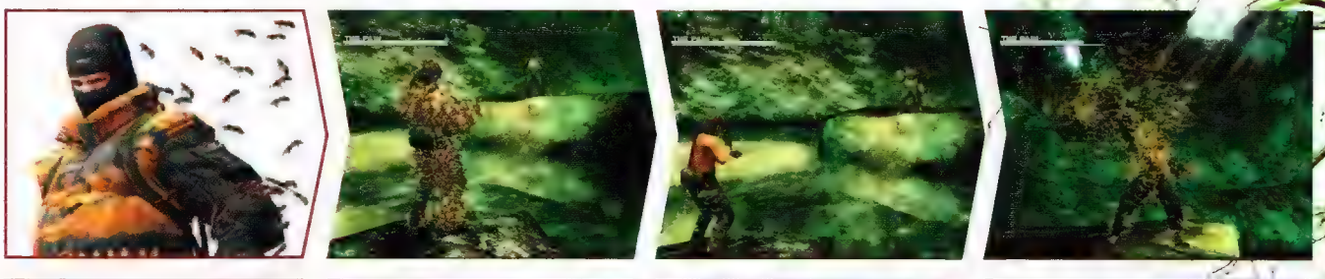


OH SWEET JESUS, WHY?!

In true Metal Gear Solid style, Snake Eater's boss characters are brilliant adversaries. Prepare to fight...

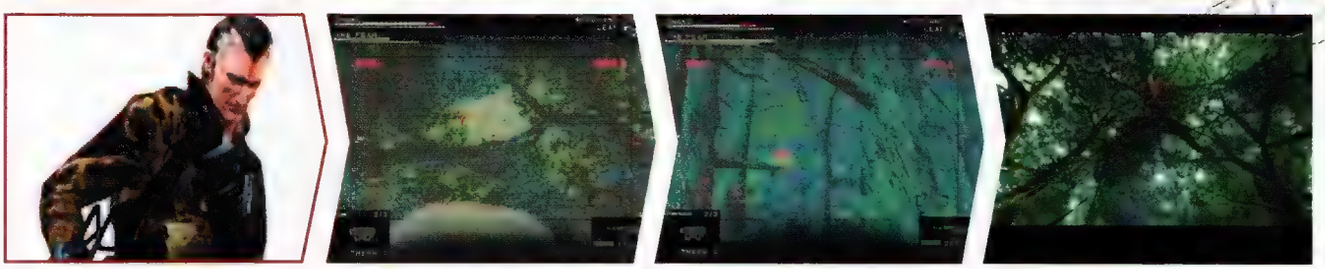
THE PAIN

The first real boss battle of *MGS3* is against The Pain, a horrifically disfigured soldier who can control swarms of hornets, firing them out as cluster bombs and bullets as well as using them as a shield. Best bet to soften him up? We don't think your 'honey launcher' will be much use here.



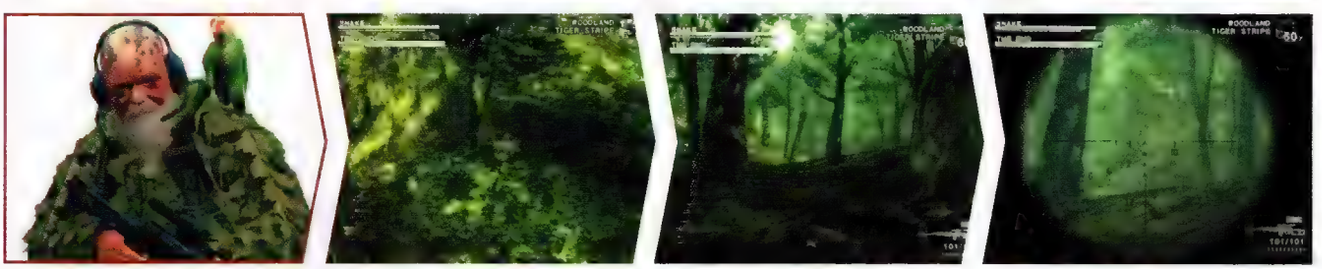
THE FEAR

The Fear is, to put it mildly, one hell of fork tongued, lanky limbed freak. Incredibly athletic and able to flit around the forest canopy, he's also nearly invisible. A conventional fight will almost certainly see you lose. Our advice to you? Find a way of fighting what you cannot see...



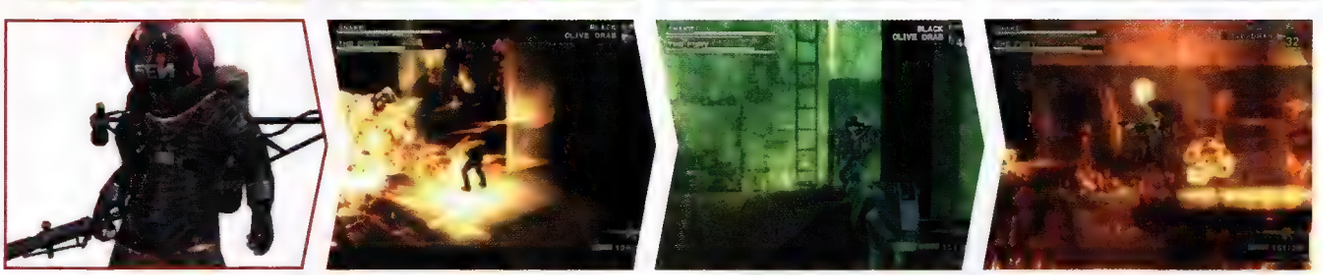
THE END

For our money, the best of the boss battles, this *hour-long* battle of wills pits you against the codger known as The End. He may not look up to much but he's the father of modern sniping. You've got three expansive maps of lush jungle in which to find him and get him before he spots and shoots you.



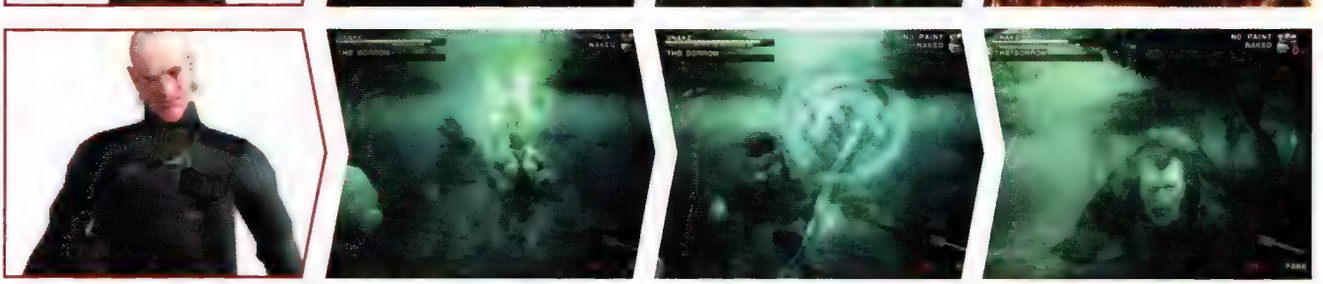
THE FURY

Ex-cosmonaut The Fury is a bit angry at the world and likes to express that by toasting everything and everybody with his flame thrower and jet pack. The thing is, the area you're in is very dark. Use that to your advantage and wait for the big finale. It's one of the most breathtaking sights ever.



THE SORROW

Here's a thing. The Sorrow is actually dead and you have to fight him on his plane of existence. Weapons do nothing and, to cap it all, you're faced with the tortured souls of everybody you've killed up to that point. How do you beat him? Let's just say it's one of Kojima's best twists ever.

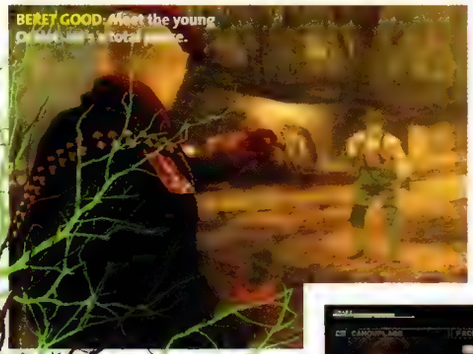


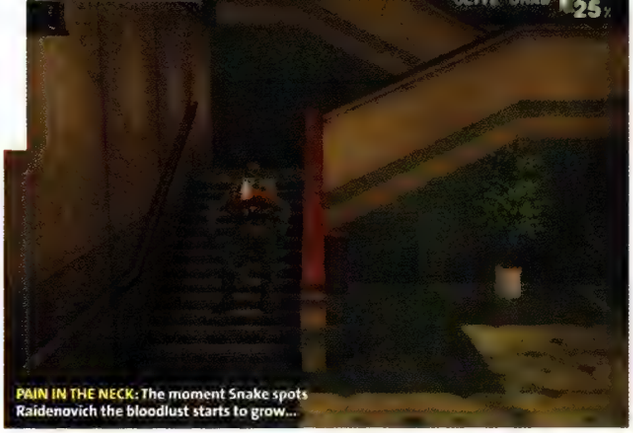
VOLGIN

Volgin is no ordinary, flat-topped Soviet soldier. For some reason he has 10 million volts coursing around his body. Perhaps that's why you have to battle him on <CENSORED> separate occasions. And just wait til you see what weapon he's come with the final time you clash. Erk.

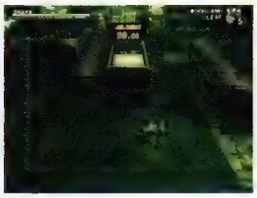
BOSS

Ah. The Boss. Sure she looks like butter wouldn't melt but don't be deceived. She taught Snake everything he ever learned about combat and to make that quite clear, by the time you finally face her in combat she's already kicked your ass <CENSORED> times. So good luck with that... you'll need it.


BERET GOOD: Meet the young Ocelot. He's a total genius.


PAIN IN THE NECK: The moment Snake spots Raidenovich the bloodlust starts to grow...

Ocelot's female ninja face paint



SINKING FEELING Sadly, there are no camo Speedos in the backpack.

"EXCITING, TENSE, AND IMMERSIVE. IT'S THE BEST MGS YET"

alarm. Still, maybe that's why Kojima, has hidden a cigarette knockout gas dispenser in the game. Perfect to blow any boffin into unconsciousness.

As for Snake Eater's other innovations, camouflage is the most instantly gratifying. Keeping an eye on your camouflage index (shown as a percentage) soon becomes second nature, and there's real pleasure in hitting the high nineties and near-invisibility. So much so, that when the action inevitably heads indoors, it's hard to give up the habit of searching for the perfect 'look', even if you're standing in a pristine, bare corridor.

'Bet you can't see me now! Oh...'

Hunting for provisions is another great feature and ties in well with the equally fresh 'cure' menu. Stop for a second and look around and you'll quickly realise that the game is absolutely heaving with flora and fauna just ripe for the eating. The thing is, in *MGS3*, Snake's health will automatically replenish over time, but it will only do that efficiently if his stamina bar is full. And to keep stamina high, you need to keep the munchies away. What does reticulated python taste like? Shoot one and have a taste. Fancy a rat? Breast or leg? Is that a mango tree? Only one way to find out. And so it goes. While not as deep a system as at first believed (hardly anything will actually make Snake ill), it's fun to keep stocked up on new snacks, not to mention essential if you're going to avoid getting the shakes mid sniper battle.

As for the 'cure' menu? Put simply, it means that Snake no longer just loses health. He can be wounded too. And while cuts, broken bones and poisonous bites remain untreated, stamina will wane and you'll never get back to full health. Again, it's not a complex system, with most wounds simple to treat, but find yourself out of antiseptic or splints after a vicious fight and suddenly the hunt for medical supplies seems like the most important thing in the world.

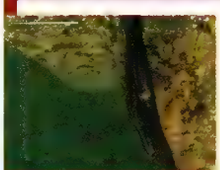
If there's a weak link in *MGS3*'s new features we're inclined to say it's the Close Quarters Combat. It's not that it's broken.

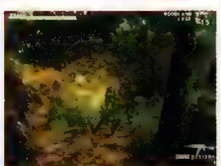
THE ROUGH GUIDE TO... STEALTH

Fancy a break with a different? Then why not join Snake on a whirlwind tour of these exotic locations?

MANGROVE SWAMP! All the fish you can eat, water sports and soldiers to light your way. Or burn you to death.

CAVES! How many bats is too many bats? It's time to find out. Some antidote is a sensible precaution. And a torch. And a gun.


MOUNTAINS! Cold? The grenades should warm you up.


JUNGLE! You, the wildlife and a bloodthirsty sniper. Bliss.

Moreover, it's a definite improvement on the very limited hand-to-hand combat of *MGS2*. That said, it's neither as fluid nor as user friendly as you'd hope. As such, you never feel as confident fighting mano-a-mano, as you do drilling the 'mano' full of hot lead or avoiding his attentions altogether.

But forget that. *Metal Gear Solid 3: Snake Eater* is a profoundly satisfying game to play. Exciting, tense, occasionally capable of provoking wonder at how this kind of technical wizardry is possible from a four-year-old console, totally immersive and with the best story yet in a *Metal Gear* – straightforward, increasingly exciting and genuinely moving. Kind of like the game altogether. As the series draws to a close this is a fitting end. Talk about a big finish... **Paul Fitzpatrick**

■ *MGS3 reaches the UK in March 2005.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Stealth action as it should be. Challenging, tense and addictive. – Cut scenes a 'bit' long.	+ Beautiful in every way. – Some objects aren't as interactive as in previous incarnations.	+ Uses Dolby surround. Your ears will fall in love. – Starsailor on the closing credits. *Starsailor!*

LIFESPAN

Bigger than *Metal Gear Solid 2*. Unless you're a killjoy, you're looking at a good 20-25 hours. And that's a conservative estimate.

MINUTES ——— YEARS

IT'S BETTER THAN...
MGS2

IT'S WORSE THAN...
MGS4?

The best of the bunch yet. If you've never indulged in tactical espionage action before, you really have no excuse to let this pass you by. Absolutely vital.

97

PlayStation 2
The Getaway
Black Monday
Fun, Anyone?
PlayStation 2

INFOSTRIP

DETAILS
Developer: Ubisoft
Publisher: Ubisoft
Players: 1 – 8 online
Memory Save: 224Kb
Widescreen: No
50-60Hz: No
Surround Sound: No

PREVIOUSLY IN PSM2...
"THE GAME'S DEDICATION TO REALISM MAKES EVERYTHING BASTARD HARD"
PSM2#54

GAMEFAX
War
Sequel
Network play
Violent

TRIVBURST
■ This version of *Ghost Recon* is exclusive to PS2. The Xbox and PC versions are from Red Storm. The Havok physics system means rolling barrels and crumpling bodies.

HOW TO STOP A TANK

A tank! What to do? We creep to the wall to get a better look. The tank shoots the wall. Five minutes replaying and we're back. We try timing a run while the turret looks away. There's no more cover, which you can't tell from behind the wall. Boom. Five minutes replaying...

"BREAK OUT THE FACE PAINTS AND COCK YOUR WEAPON"

GHOST RECON 2

Hopefully not the Ghost of (your) Christmas present...

It just can't help itself – *Ghost Recon 2* doesn't really want to be your friend. Despite rolling up with a far more accessible, action-heavy style, it can't quite leave you alone to enjoy it. Previous *Ghost Recons* specialised in tense, sparse fights where just a few bullets killed and anticipation outlasted the battles. It worked, at times, but when you inevitably died and had to replay the whole level (none of those pansy save-points here) it was exposed as a rather cheap trick. Everyone was in exactly the same place, waiting to react in the same way, leaving you free to run as noisily as you liked across the bleak miles between encounters.

So they've got rid of the bleak miles, installed a *Medal of Honor*-inspired backing of booming sound and flashing lights to get us excited... and

"FROM HOSTILE TO STERILE DUE TO TERRIBLE DESIGN"

THE MONEY SHOT
Here we see one of the few enemies who suspects nothing since we're on a cliff hundreds of feet behind him. And he's sexually abusing a telegraph pole. Really, it makes you sick.

TOP 5 ARMY MANOEUVRES

- Dying in helicopter crash
- Getting shot at checkpoints
- Being blown up by own side
- Fatally crashing Hummer
- Ricochet from sleeping insurgent

GAMEPIE

50%	Replaying level
20%	Watching it load
15%	Enjoying all the shooting
10%	Being confused.
05%	Becoming rabidly angry

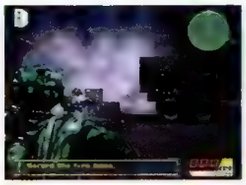
PUBTALK

The smart arse thing to say down the boozer.

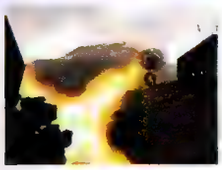
"Of course, for all that the title namechecks ghosts, this time you're not so being one as much as creating them, really... ah ha ha ha... Hey ,come back."

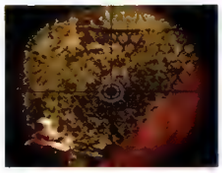
THE FARM: This is how we see reality TV developing in future.

CAMPER MAN: "Sorry sir, but Dave had the Pringles when he... when he passed over. I'm afraid he fell on them."



MARTIAL LAW: Friendly fire is part of the US war experience. Ignoring orders? Die, idiot squad boy!





NET KIP: It's time for a nap. Wake me when it's over.

SAVE OUR SOULS! JUST SAVE! ARSEHOLES!

Despite sometimes machine-like AI – their sight is Terminator-esque and responses are instantaneous – the shooting can be fun. Watching enemies run around and then blowing them right out of their socks is entertaining and there's plenty of cover to make you feel all tactical. It's just a shame the inevitable replays will sully your memory of the first time. All it needed was the ability to save in-mission...

CAUTIOUS NOW: The original *Ghost Recon* was all of tactical creeping – no saves forced caution.

DUAL OF ARMS: *Ghost Recon: Island Thunder* was the same. Caution meant deadly success.

RECON-STITUTED: *Ghost Recon 2* abandons that for wild shooting and zero tactical thought.

kept the cheap tricks. Oh, good one. It's like building a really impressive bunker then making the door out of grenades. Duh.

Wander into a level and it's very promising. For a start, it looks fantastic. The slightly odd over-the-shoulder view – replacing the slightly odd can't-even-see-my-gun view – annoys at first, as your soldier gets in the way, but you soon adjust. The locations are full of soft organic shapes, waving bushes and grasses, and an intense holiday-brochure sun burns down on daylight missions. It's lush. But whereas older games featured square miles of nothing, *GR2* mixes hillsides with villages and urban areas over very short distances. There's far more to see, and you're more likely to stroll straight into a full-scale battle or even an air raid, rather than just another small camp. What's more, tracers on the horizon, set piece explosions and smoking/burning/shooting vehicles crank up the sense of events beyond your own story. Ambient sounds are great too: the lightning, the bugs in the grass, the wind and the rain... it really sounds like you're somewhere very hostile.

So it's a real shame that it invariably slumps from hostile to sterile due to some terrible design. It seems the designers just couldn't abandon some things, so the harsh and 'realistic' lack of save points continues into this game. And while it takes longer to die from bullets now, there are plenty of ways *GR2* will kill you outright with little warning. Worse, objectives you didn't even know about can be failed, and you're frequently left wondering

"STEALTH IS IMPOSSIBLE. WHERE DID THE 'GHOST' IN GHOST RECON GO?"

what to do or how to deal with certain threats. So, while you may well have enjoyed a fight the first time, by the fifth or sixth repeat you'll be sick of it. The very strict linearity also becomes more obvious and more annoying. You're funnelled tightly into battles head on, with few-to-zero tactical options. However, even if things were more open you'd struggle against what appear to be psychic enemies with x-ray vision. Stealth is impossible. Enemies fire at the 'sight' of your fringe as you crawl behind a bush 300 yards away – all that lovely foliage is utterly useless as cover. Where did the 'ghost' bit of *Ghost Recon* go?

Sadly, your own band of brothers aren't quite so deadeyed, being pathetic shots, occasionally unwilling to take orders and prone to standing in your line of fire. We're not sure they really respect us either. Once, when ordered to deploy grenades, they turned around and fragged us instead. Most of the time, in fact, it's better just to ignore them, and it can be quite a while before you even notice a solo mission is actually solo and your team haven't simply vanished. Not a good sign. Of course, many of these problems are alleviated when playing online, but if you play *Socom 2* (and you should) online there's little need for this. And if you're not online, there's no need for it at all.

Add annoyingly long load times, the need to quit the game to adjust the controls, the badly told story and advice such as 'To reload, simply press the reload button' and you've got disappointment. In many areas *Ghost Recon 2* is an entertaining, if basic, shooter, but flawed design and strange 'hardcore' hangovers (such as the lack of in-mission saves) drain pleasure away like an open tap into an unplugged sink. It forces you to repeat successes as well as failures. It punishes you for its own mistakes. It will take every moment you enjoyed together and break it, repeatedly. It will, eventually, destroy your fragile spirit. And laugh in your face. No, *Ghost Recon 2* doesn't want to be your friend. **Steven Williams**

■ *GR2 is a ghostly presence in the shops now.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ High action and nicely varied missions. – Enforced repetition of missions kills your spirit.	+ Lovely, stylish looking environments. – Terrible slowdown on your regular deaths.	+ Hectic and very strong explosive effects. – Too few guiding intel reports from HQ.

LIFESPAN

It looks good and can feel good, but being unable to save means massive repetition. Requires massive patience.

MINUTES — YEARS

IT'S BETTER THAN...

CONFLICT: VIETNAM

IT'S WORSE THAN...

SOCOM 2

The simple ability to save during a mission would have lifted this to high seventies. As it is, frustration drowns any pleasure eventually. Shame.

63

INFOSTRIP

DETAILS
Developer: Heavy Iron
Publisher: THQ
Players: 1
Memory Save: 86kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

PUBTALK
The smart arse thing to say down the boozer.
"Although it just looks like sugarcoated fun for kids, The Incredibles is the first Pixar movie to receive a PG rating."

GAMEPIE
45% Waiting for the DVD
30% Making a fat man punch things
20% Setting a small kid's feet on fire
05% Being guided by Samuel L Jackson

GAMEFAX
Superhero
Action/Adventure
Film Tie-in
Platformer

TRIVBURST
- Play as all four members of the Incredible family.
- Unlockable art content of the original storyboards.
- Pilot spaceships and blast away huge gun emplacements.

SAFE FROM ARM: Mrs Incredible has a huge reach.

SPEED THE W LD: Make Dash run until his f et start smoking.

THE MONEY SHOT

Blasting a spaceship out of the skies after uprooting a massive gun turret twice the size of your character is a great moment. Excellent.

PSM2 BRONZE AWARD

INCREDIBLE ARTWORK

As expected *The Incredibles* comes brimful with movie-related content. Picking up secret icons will unlock trailers and artwork from the film and there's also the chance to view the original storyboard sketches, as well as a 'making of the game' feature. Really interesting, and not just for animation fanboys.

CONCEPT DRAWING FOR "SECRET LAVA LABS" LEVEL

Clicking on the concept drawings opens your eyes to how much detail went into *The Incredibles*.

"WHO DOESN'T LOVE BIG FAT MEN IN LYCRA?"

THE INCREDIBLES

THQ bash PS2 with another spandex-laden title. But for once, there are no wrestlers in sight...

You might have dismissed the inevitable gaming spawn of Pixar's latest animated tale as nothing more than a THQ cash cow with a shiny cartoon license and zero gameplay, designed to persuade spoilt kids to nag their parents into forking over a portion of their mortgage in the meagre hope that it's going to be as much fun as the film. Whew. And, as we know, it's usually more fun having a root canal surgery. But after spending some quality time with the Incredible family, we're thankful to confirm this time – in contrast with the likes of *Monsters Inc* – we're in luck.

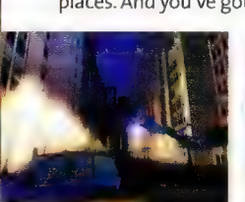
The Incredibles is a platformer that's packed with frantic action and intricate puzzles, stitched together with clips from the hit movie, and it's all highly enjoyable. You can fill the spandex tights of whichever Incredible takes your fancy, from the super-strong Mr Incredible, who can smash holes in walls as well as enemies, to Mrs Incredible, who can stretch her elastic-like limbs to reach high places. And you've got the two kids; Violet, who can turn invisible to sneak past guards, and Dash, who can run until his feet catch fire, a skill put to good use in the mission in which he sprints through traffic at 200mph in order to, er, get to school on time. Useful...

Most of the game revolves around kicking enemy ass, but there are plenty of novelties in addition to the variety of skills the characters possess that prevent things from becoming monotonous. Holding ⊗ next to a palm tree with Mr Incredible will bend it in half and letting go catapults him skywards to those hard-to-reach platforms. There are also gun turrets to blast away key structures and massacre gangs of assailants. They all make a potentially dull vanilla ice-cream platformer into a more varied mint choc-chip feast.

It isn't flawless, mind. For starters, there are numerous occasions when you get completely lost – falling from a ledge into a lake and being totally unable to find a way back up again, for instance. Considering how vast some levels are, this becomes frustrating. There are also niggling problems when jumping and swinging through the game due to the über-precise timing involved – the tiniest error and you'll plummet to the ground. And the momentum from Mr Incredible's punches often carries him over the edge of platforms which is just unnecessary.

It's no *Jak* or *Ratchet* but it's certainly more enjoyable than that ginger plague-spreader, *Crash Bandicoot*. *The Incredibles* delivers, yes, a credible amount of fun and the characters are as appealing as Pixar's other creations. The developers could have hidden behind the movie license, like so many others, and smothered us with drivel. It's a testament to them that they haven't, and while they may not have delivered PS2's greatest platform game they have made on of it's better movie tie-ins. **Nathan Irvine**

■ *The Incredibles* **is in stores now.**



PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ A subtle blend of set-pieces and action. – It's frustratingly difficult, even for adults.	+ Beautiful visuals and sprawling scenery. – Glitchy jump animations can frustrate.	+ Voiced by the actors from the film. – The dialogue is predictably repetitive.

LIFESPAN
The lasting appeal is strained as repetitiveness creeps in. It's fun for a while, but it won't keep you coming back for more.
MINUTES — YEARS

IT'S BETTER THAN...
FINDING NEMO

IT'S WORSE THAN...
RATCHET & CLANK 3

Beautiful and pretty enjoyable. There are better platformers, but it's a fun title with something for everyone. Except for cartoon-hating rabid psychos, of course.

7/2

LAST EXILE

From the makers of *Hellsing*, *Full Metal Panic!* and *Final Fantasy: Unlimited*!

PG

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INFOSTRIP

DETAILS
Developer: Namco
Publisher: Namco
Players:
Memory Save: 64KB
Widescreen: Yes
50-50Hz: Yes
Surround Sound:

GAMEFAX

TRIVBURST
- 50 authentic planes to shot through the skies.
- 30 action-packed missions including combat and rescuing comrades.
- 3 difficulty levels.

PLANE TO SEE: Some of the best looking graphics on PS2

PSM2 BRONZE AWARD

THE MONEY SHOT

Performing a complete loop at 900mph is one thing, but doing it while flying under a bridge simultaneously is insane.

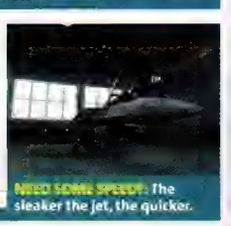
SUPER BOMBER: Aerial bombing raids are tricky but fun.

PLANE CRAZY

As always with the *Ace Combat* titles, *The Unsung War* features copious amounts of replica war planes, from single-engine models like the Russian Migs or the slow-but-sturdy B52 bombers. Each mission requires some thought as to which planes you should use. For example, some, missions require you to bomb ground targets, so you'll need a jet with quality air-to-surface weaponry.

SUPER MODEL: All the jet's are modelled on their real-life counterparts. Just check out that details.

DROP SHIP: This behemoth specialises in bombing raids



NEED SOME SPEED?: The sleaker the jet, the quicker.

"CHOCKS AWAY, LADS. YOU KNOW YOU'RE NOT ALOUD SWEETS IN HERE"

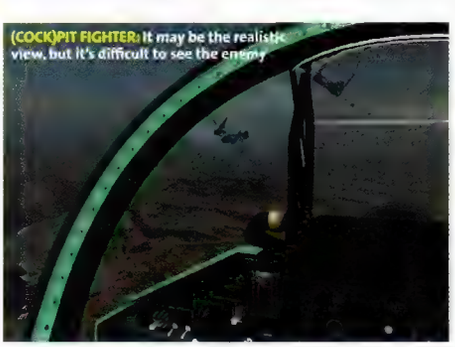
ACE COMBAT 5: THE UNSUNG WAR

Namco's series gets a fifth outing, further proving that if you want hardcore air action there's only one option.

"THE MISSILE CAM LETS YOU SEE THE CARNAGE CLOSE-UP"

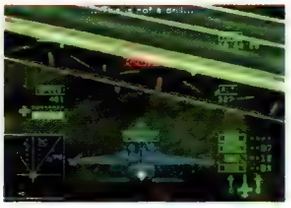
Barrel-rolling to the right, the sun-drenched ocean glistens in the distance as you nonchalantly sweep through the air. The picture of beauty that lies ahead is in stark contrast to the unquestionable chaos you've just left in your slipstream. Flipping the right stick reveals a cloud of smoke and two mangled enemy jets spiralling to the open arms of the ground below. Four taps of ◎ is all it takes to launch four sidewinder missiles and create another satisfying spell of destruction.

From the first game on PSone, *Ace Combat* has consistently delivered a solid arcade/hardcore cross-over battling experience, but each time the changes have been minimal. This year's new stuff? There's the missile cam, which follows the path of your rockets, allowing you to see the carnage and mangled metal close-up. And... that's the best one. *The Unsung War* also allows you to dish out commands to your wingmen. With a simple tap of the D-pad, you can open up four directives to deliver to your squadron. There's 'cover', which will make your team guard you, and 'attack' which will make them well, erm, attack the enemies ahead. Then there's 'disperse', which will make your squad split up and take down individual targets. And



(COCK)PIT FIGHTER: It may be the realistic view, but it's difficult to see the enemy

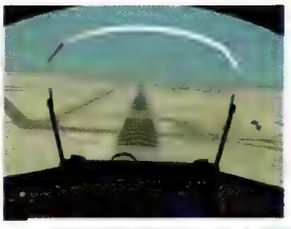
PLANE TO SEE: You can check every angle of every lovely jet.

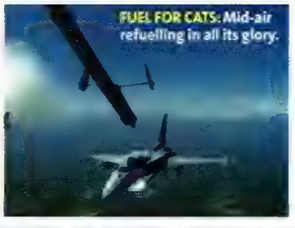


PACK MAN: All these planes are under your orders.

LETS DO LAUNCH: The missile's smoking particle effects are really impressive.

JUST TO TOAST: One minute he's on your ass, next your wingmen have wiped him out.




FUEL FOR CATS: Mid-air refuelling in all its glory.

"FEEL LIKE MACHO PILOTS HURTLING AT G-FORCE SPEEDS"

finally there's 'special', which will force your team to operate their plane's special weapons, like screen-clearing smart bombs and so on. This all sounds like you've got a terrific degree of close control over your flight team; however, it's an illusion. You might issue these commands – but you'll never see your men actually carry them out. The commands you give seem to have no effect on the action. Were you to never bark out orders, the game plays in exactly the same way. This facade of interaction continues with your 'conversations' with the crew. Well, by 'conversations', what we really mean is, you get to press ← or → on the D-pad to answer 'yes' or 'no' during mid-battle questions from the troops. But this is purely aesthetic, has zero effect on events and serves only to distract you from the business of matching crosshair to whirling plane shape.

So the new stuff is just gimmicks, and so *The Unsung War* plays like a carbon copy of its predecessor, *Ace Combat: Distant Thunder*. Yes, there've been significant graphical enhancements (some of the best 'ground' and 'sky' seen on PS2), but under this glossy exterior, Namco have barely altered the gameplay. Don't get us wrong, the *Ace Combat* games have always been great fun, but this shoot-'em-up formula is losing its edge. Stripped to its bare bones, it's nothing more than a repetitive exhibition of lining up the shapes and hitting ◎ to crack off a few missiles. Still, it manages to deliver a simplistic charm that allows us to feel like a macho fighter pilot hurtling at G-force speeds and the experience is enhanced by the radio chatter between forces. One minute you'll hear your enemies plotting an air raid on one of your bases, and the next you'll hear the terrified inhabitants screaming for help. It makes for a fraught atmosphere and is also a way of directing you to an enemy-occupied area. Never before have the screams of the tormented been so helpful.

The Unsung War marginally eclipses *Distant Thunder* thanks to the exquisite visuals and the increasingly frenzied atmosphere, but the series has basically stalled and become increasingly predictable. Why haven't Namco taken *Ace Combat* online? And how about more ground attack missions, to show off those graphics? Most of the time the screen is awash with emptiness and radar blips. It could've been great, but no. Fingers crossed for the next in the series, then. For now, *The Unsung War* is certainly an enjoyable game, but barely any different to what came before. Still, if you can't enjoy picking off bogeys while cruising upside-down at 10,000 feet, then you probably don't like videogames. **Nathan Irvine**

■ *Ace Combat 5 is available on import now.*

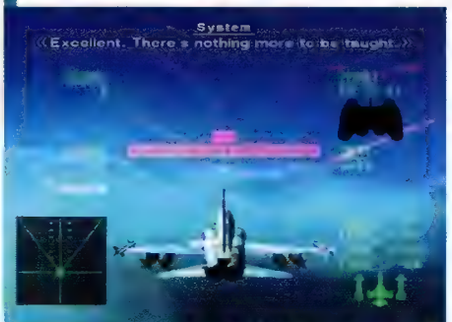
I BELIEVE I CAN FLY

For any rookies out there, *The Unsung Hero* fully caters for your complete lack of ability in the Tutorial Mode. Not only will it teach you the bare basics like pitch, yaw and roll, it'll also show you how to shake off a heat-seeking missile with style and grace.

STEP ONE: You start by selecting whichever lesson you think will be beneficial. We've gone for the Immelmann turn. Obviously.

STEP TWO: A demo of the manoeuvre is displayed.

STEP THREE: The button presses are illuminated.



STEP FOUR: You've just performed an intricate evasion move and a computer voice congratulates you. We clearly rock.

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Easy to grasp and really rewarding. – Fly/shoot action soon becomes repetitive.	+ Incredibly detailed weather effects. – The cockpit view is bland and lifeless.	+ Rousing soundtrack that sets the pace nicely. – The dialect distracts from the dogfights.

LIFESPAN
There are 30 missions and loads of planes to unlock, but apart from that, there's not much incentive to come back for more.

MINUTES ... HEMO

IT'S BETTER THAN...
ACE COMBAT 4

IT'S WORSE THAN...
STAR WARS: JEDI SF

Almost identical to its predecessor. Namco need to inject some surprises before it's too late. It's time to take *Ace Combat* to the next level, lads.

79

INFOSTRIP

DETAILS
Developer: Hypnotix
Publisher: Take 2
Players: 1 – 4
Memory Save: 84KB
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEDIGIT
10
The number of deranged characters that you get to choose from to drag around the fairways.

GAMEPIE
25% Killing geese
25% Tearing up the fairways in a golf kart
25% Thwacking balls across the fairways
25% Laughing at the cutscenes

GAMEFAX
Sports
Budget
Network Play
Stupid

TRIVBURST
- Online play to pit your golf skills against others.
- Minigames like baseball and golf cart racing
- The chance to give your caddy a really good, deserved shoeing.

BIKINI BOPPER: If only all golfers looked like this.

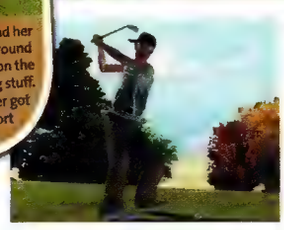
DEATHSTAR DRIVE: Check out the Star Wars themed course.

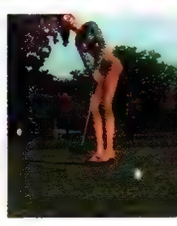
LATIN FLAIR: The caddy's about get a good kickin'.

DRIVE: A perfect

THE MONEY SHOT

Watching Suki and her gimp writhing around with each other on the fairway is strong stuff. Nick Faldo never got up to this sort of thing.





"STOP LOOKING AT THAT GIRL'S ARSE."

OUTLAW GOLF 2

Adjust your stance... look at where you're aiming... grip firmly... swing... and batter your caddy around the head.

Whoever's played a round of golf will agree that it's one of the most relaxing sports in the world. The crisp smell of morning dew flittering with your nasal receptors. The carefree jaunt around the course while regaling your chums with a tale of 'bogeys'. And the sight of your expertly driven ball pinging a cow between the eyes and killing it stone dead. Whaddya mean, that's never happened? You've obviously never played *Outlaw Golf 2*.

Taking a leaf out of Happy Gilmore's book of golfing etiquette, *Outlaw Golf 2* allows you to play a serious round of golf while having a fun time. It doesn't play a particularly solid golfing experience like *Tiger Woods 2005* but then Tiger doesn't allow you to beat up your caddy when you scuff a shot into the rough. Neither does it allow you to race golf karts down fairways. Brilliant.

There aren't any create-a-character options, but don't you worry about that. In its place is a mixed bag of reprobates that come to life during some laugh out loud cut-scenes. For example, when you play as the scantily clad Suki you'll see her gimp, Puddin' (that's his name) being horse-whipped into a blissful state of excitement. OK, we know it's completely puerile, but it made us laugh and it certainly does lighten things up.

A shame, then, that the actual *golf* isn't particularly funny. There's a feeling of breezy simplicity about the game when compared (inevitably) to *Tiger Woods*. There's no after-touch spin control over the ball and the range of shot types is seriously limited. You have to be super precise with your right-stick swing because more often than not you'll end up playing an absolute howler, although the rage that's built up due to these squandered shots can be extinguished by beating up your caddy. Tapping △ just before you take a shot will open up a menu where you can choose to kick-off a ruck. You then have to time two taps of ⊗. Time it perfectly and your character will launch into a ten second frenzy of unnecessary sadistic violence. Brilliant.

Fortunately, the main game is mitigated by the stacks of entertaining minigames that can be unlocked. From culling farmyard animals with explosive golf balls to running down people in your golf kart, *Outlaw Golf 2* manages to turn what could be a bit of a bogey into something that, if not quite a birdie, certainly hits par.

For £20 you can't go wrong – especially with online play thrown in. Serious fans can force a straightforward round if they want and there's loads of mindless fun if you don't. **Nathan Irvine**

■ *Outlaw Golf 2 is teeing off in stores now*

CRAZY GOLF

Once you've established the main action isn't *quite* as good as it could be, check out the minigames. There's the chance to take down farmyard animals with exploding golf balls, there's a baseball match with golf clubs or a skittles game where you crash your golf kart into a load of caddies. For those of you that like to keep it real and test your golfing skills, then you can take up the chipping or putting challenges. You dullards.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ All the fun of golf without the boring bits. – No after-touch or Tiger-style complexity.	+ Jiggling breasticles are impressive. – Different grass lengths have no effect on play.	+ Some nice voice sampling. – Generic college rock soundtrack.

LIFESPAN
It's got enough sub games to keep you coming back for months. There's also the chance to challenge like-minded crazy golfers online.
MINUTES — YEARS

IT'S BETTER THAN...
RIBBIT KING

IT'S WORSE THAN...
TIGER WOODS 2005

A decent depiction of golf, the chance to whack cows with exploding balls and online play. For a meagre twenty notes it's a great alternative to *Tiger Woods*.

78

MIDWAY ARCADE TREASURES 2

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PlayStation 2

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MIDWAY

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INFOSTRIP

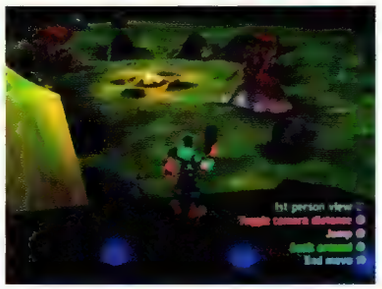
DETAILS
Developer: Zed Two
Publisher: Jo Wood
Players: 1-2
Memory Save: 601kb
Widescreen: No
50-60Hz: No
Surround Sound: No

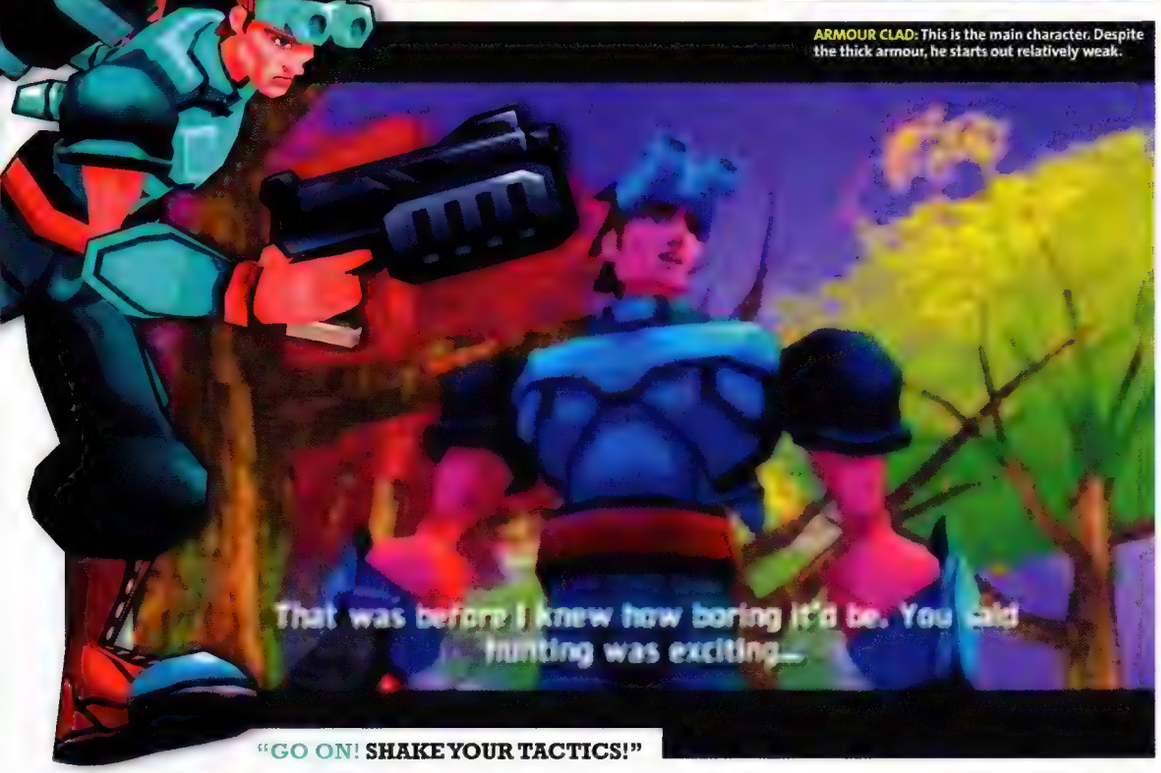
PUBTALK
The smart arse thing to say down the boozer.
"Remember Digitiser on Teletext? Well writer Mr Biffo did the game's script and contributed to top TV shows like EastEnders. And,er, Sooty."

GAMEPIE
50% Thinking things over.
20% Making terrible decisions.
10% Starting all over again.
10% Giving up.
10% Weeping gently.

GAMEFAX
Strategy
Action
Addictive
War

TRIVBURST
- Campaign mode with 19 levels.
- Experience point system that lets you upgrade your characters.
- Two-player battle mode with full customization.

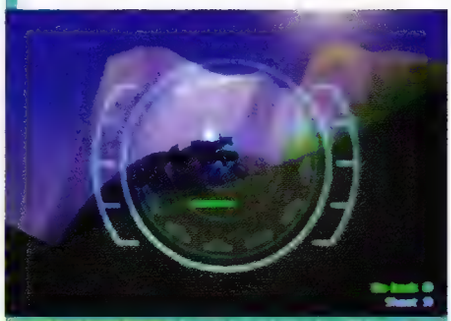


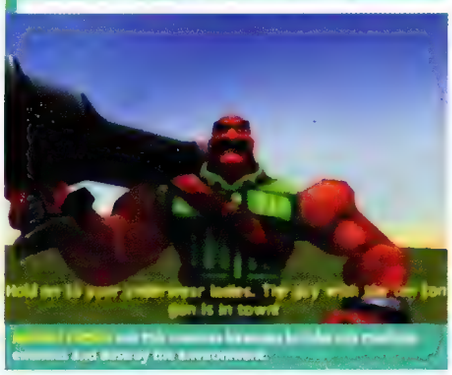

ARMOUR CLAD: This is the main character. Despite the thick armour, he starts out relatively weak.
That was before I knew how boring it'd be. You said hunting was exciting...

"GO ON! SHAKE YOUR TACTICS!"

THINK BOMBS

Every character in *Future Tactics* has a different weapon and corresponding targeting system. Our favourite has to be this rocket launcher that gives you a top-down view of your immediate area and lets you lob missiles at enemies right across at the other side of the map. It can also blow holes in the environment, which is handy for tactical play. It's a fantastic idea, but criminally underplayed and we wish it, and the other good ideas, had been fleshed out a little more.





FUTURE TACTICS: THE UPRISING

Cartoon warfare with a strategic edge? Sounds a bit like *Worms*... but it isn't.

There are two types of gamer: those who like thinking and those who don't. If you're the type who prefers starting fires and stabbing people in the head (not in real life, of course) to turn-based combat and stat management, *Future Tactics* isn't for you – we'll say that right now – but if you're after something a little more ponderous and exacting, it might be worth a look. Maybe.

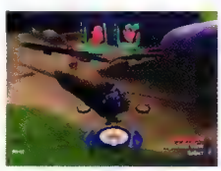
The game is a slightly uncoordinated amalgamation of third-person rambling, first-person shooting, RPG-lite character development and, of course, tactical warfare, revolving around a 'save humanity from alien enslavement' storyline that reminds us of a Saturday morning cartoon. However, the various elements don't sit comfortably together, simply jaggedly lurching from one to the next, as if the developers Zed Two have tried to solder three different games together but haven't quite managed to hide the joins. There are plenty of good ideas – Zed Two were responsible for innovative (and excellent) puzzler *Wetrix* on N64 – they just seem a bit wasted here.

The standout good ideas include the targeting system, which is well-implemented. On selecting the 'shoot' command, the game flips into first-person mode and you take aim, line up two crosshairs and select the power level of your shot. We understand this hardly sounds exciting, but it's genuinely inventive enough to warrant a mention.

There's also the ability to distort the environment for tactical purposes which, funnily enough, was the premise behind the aforementioned *Wetrix*. By shooting explosives or using heavy weapons you can blow chunks in the ground *Worms*-style, which can be very handy at times. For example, you can cause an enemy to topple into a pothole and then have another character blast a boulder, resulting in it rolling over and crushing the helpless nogoodnik.

But the praise ends there. That's not to say the rest of the game is poor – but it's not that good either. The visuals are quite nice, we suppose. While they're not technically impressive, they have a certain charm, but, thanks to the way the various parts don't mesh together properly, the game itself feels malformed. If you're a thinker and you *desperately* need a stiff shot of neat strategy, this is perhaps worth a look, but only as a last resort. Yes, *Future Tactics* will keep you ticking over for a few hours, but the effects soon wear off. OK, so it's only £20, but you could be doing something better with your money. Like buying a different game. **Andrew Kelly**

■ Future Tactics *has already blasted into shops.*



PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Good ideas and plenty of room for strategy. – Basic, and rife with annoying glitches.	+ Colourful, stylish and a good draw distance. – Simplistic with non-existent textures.	+ The music is classically old-school 'videogame'. – The crap voice acting grates a little.

LIFESPAN
There aren't many missions but there's a smattering of multiplayer stuff that will extend the life cycle somewhat.
MINUTES — YEARS

IT'S BETTER THAN...
PTO VII

IT'S WORSE THAN...
GOBLIN COMMANDER

Cheap and cheerful strategy. It's hardly a must-have, but if you've exhausted all other options and are desperate for a fix of thinking, take a look.

64

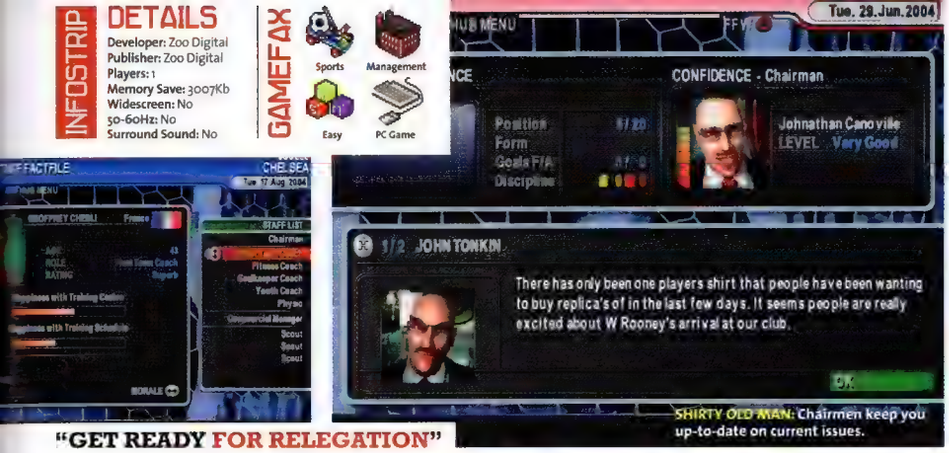
INFOSTRIP

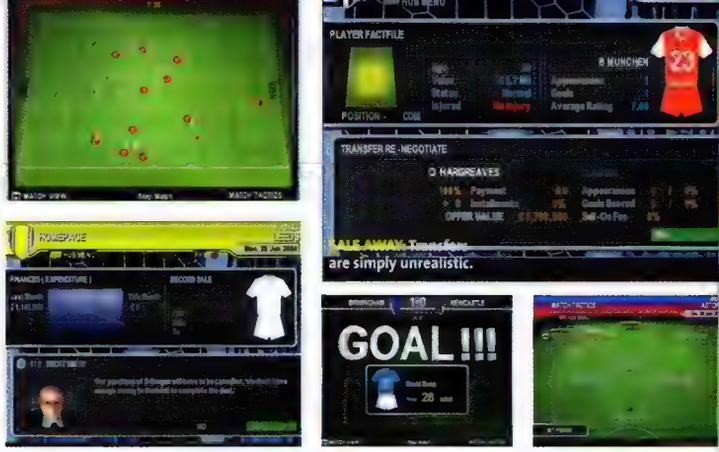
DETAILS

Developer: Zoo Digital
Publisher: Zoo Digital
Players: 1
Memory Save: 3007Kb
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

Sports | Management | Easy | PC Game


Tue. 29.Jun.2004
CONFIDENCE - Chairman
Johnathan Canoville
LEVEL Very Good
1/2 JOHN TONKIN
There has only been one players shirt that people have been wanting to buy replica's of in the last few days. It seems people are really excited about W Rooney's arrival at our club.
OK
SHIRTY OLD MAN: Chairmen keep you up-to-date on current issues.



"GET READY FOR RELEGATION"

PREMIER MANAGER 2004/2005

Years ago, *Premier Manager* was the best series of footie management games around. It's certainly not any more...

No matter how bad the 'crisis' at Old Trafford may be at the time of writing, there's no way that Man Yoo would ever succumb to a 6-6 draw with Hibernian in a European tie. But if *Premier Manager 04/05* is anything to go by, then this is the heart-stopping rollercoaster that you can expect from such a match-up. This is the only management game that lets you thrash Arsenal 6-0 one week and get pummelled by Norwich the next.

Premier Manager 2004/2005 is as erratic as it is simple to grasp. Menus are easily navigated thanks to the basic layout, and signing players is an absolute doddle due to the Fisher Price transfer system. You see, there's no waiting period needed to renegotiate transfers, so if you mess up the first time you can just arrange another meeting. Stevie Gerrard was trading Merseyside for Manchester after we'd had four meetings with him in just one day. All you have to do is keep adding a few thousand here and there and he's all yours. With flaws like that, *PM* certainly falls short of the hardcore roots of *LMA Manager*.

On the plus side, *Premier Manager 04/05* still manages to deliver the bare essentials needed for a management game, like having all your favourite players such as Thierry Henry and, er, Titus Bramble. It's perfect for people who just want a laid-back footie management experience and it doesn't try to spice things up by adding a useless match engine (yes, we mean you, *TCM*). That said we prefer our coronary fluctuations to be down to managerial pressure, not due to random results against second-rate Scottish clubs. **Nathan Irvine**

■ *PM 04/05 is fighting relegation in stores now.*

PSM2 VERDICT

PM04/05 is just about a decent management sim but it's seriously flawed in key areas. But if you're after a sim with stabilisers, this is the one.

63

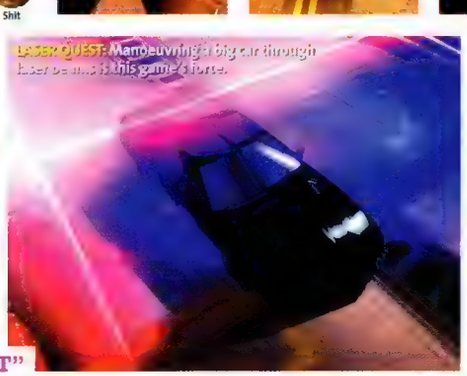
INFOSTRIP

DETAILS

Developer: Davilex
Publisher: Koch Media
Players: 1
Memory Save: 94KB
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

Driving | Action | TV Tie-In | Shit



"A COMPLETE LOAD OF KITT"

KNIGHT RIDER 2

And you thought the TV show was embarrassing.

Remember those terrible sections in *Crash Bandicoot* where you had to run towards the screen avoiding obstacles that, unless you were some kind of super-reactive mutant, were impossible to avoid? Well, replace the hideous weasel-man with a robot car and you get *Knight Rider 2*, a repellent piece of shitware from Davilex, 'famed' for the *London Racer* series. These famous games so brain-damagingly dismal they make *Ford Racing 3* look like *Burnout 3*. *Knight Rider 2*, though, is in a whole league. It's even worse. It's the Niagra Falls of crap.

The game's so peppered with flaws that it's almost impossible to explain without creating some kind of super-sweary new language. Controlling KITT feels languid making every tortuous second of gameplay a chore. The targeting system (or lack of) is as helpful as a meterorite strike to the balls. You have to line your car up manually to fire, but as the slightest tap of the accelerator while doing so sends you into a 180 degree spin, the task becomes largely impossible.

We could go on, but it's less painful just to say that everything about *Knight Rider 2* munches sack. The listless voice acting, laughable script, uninspiring flat graphics and prosaic missions result in a vile mess that should be sealed inside a crate and shot into the sun. Davilex will doubtless have a concourse of clueless idiots eager to suckle the sweet milk of nostalgia from their teat, but not us. This is a terrible game based on a terrible TV show and you should never *ever* play it, lest you be subjected to a digital monstrosity of *Hugo Bukkazoom* proportions. **Andrew Kelly**

■ *Knight Rider 2 is available now, but don't bother.*

PSM2 VERDICT

A doleful clutter of genres that utterly fails to excite or entertain. Problems arise at every turn and, remarkably, it's worse than the show itself.

21

INFOSTRIP

DETAILS
Developer: Krome
Publisher: Konami
Players: 1-2
Memory Save: 459Kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

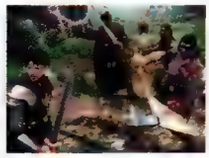
PUBTALK
The smart arse thing to say down the boozer.
"A website is offering $50,000 for definitive proof that Art existed. It's legendofkingarthur.com. Check it out."

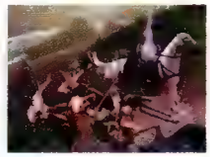
GAMEPIE
40% Screams of suffering. Theirs and yours, in fact.
30% Flames.
25% Bendy corpses floating downriver.
05% Variation.

GAMEFAX
Action
Film Tie-in
On Rails
Shit

TRIVBURST
- Stat upgrade system that lets you customize your characters.
- Play through the game with a mate in cooperative mode.
- Control Arthur, Lancelot and Guinevere among others.

AXE HAPPY: They might look fearsome, but they're not.





THE MONEY SHOT

The most (or should that be the 'only') satisfying bit in King Arthur is burning men to death with flaming arrows. Toasty!

HORSE PILL: Stab people on horseback. Brilliant.

"IF THIS IS THE KING LET'S HAVE A REPUBLIC..."

KING ARTHUR

In which a legend perfect for videogames is spat on by cynical, fast buck-making men in suits. Damn their hides.

STATS MAGIC

You can add upgrades to your character after each completed stage if that kind of thing pumps your bag. Depending on how many nasty men you trod on or impaled in the course of the level, you accumulate points that can be tossed into various aspects of whoever's under your control. It's like a simplified version of the *Lord of the Rings* system, only less fun and less useful.

CONTROL FREAK: Get better at [illegible] by fiddling around with your stat points. It makes life easier.

It's easy to accuse film licenses of being soulless sub-average dribble, but that's because, usually, it's true. You wouldn't believe the amount of generic third-person action/adventures we have to sift through each month and, with the exception of truly original titles like *The Thing* and *Indiana Jones*, tie-ins are basically merchandise. They're designed to sit alongside mugs and lunch boxes and hoover up as much of your hard-earned as possible. That's the unspeakable truth. Deal with it.

We'd like to say that *King Arthur* is different. We'd like to say that the potential of the license has been realized and it's a brilliant game, but we can't. It's bad – and we don't mean in the Michael Jackson sense, we just mean it isn't very good. We understand the restrictions of such a hefty license, but such a severe lack in quality is downright unforgivable, especially when they're asking for forty sweet pounds in return.

Even though they went out of fashion ten years ago, *King Arthur* plays like a 16-bit-era side-scrolling beat-em-up. Each level (well, they're more like 'funnels' really) is a corridor of scripted moments that you must navigate without any deviation whatsoever from a set pattern. Here's a breakdown of the first level; run, hit, run, hit, cutscene, run, hit, end. Or was that 'hit' *then* 'run'? To be honest, we don't know – the whole game boils down to endless slashery peppered with unexciting set-pieces and the odd explosion.

Some scenes take place on horseback but, remarkably, they're even more troublesome than the on-foot stuff. Horses aren't famed for their manoeuvrability at the best of times, and these ones have the turning circle of a battleship, topping the already tedious button mashing off with thoroughly awkward character movement. Any sense of involvement is immediately shattered when you eventually figure out that the game is literally dragging you through one muddy siphon after another. "But please Mr. Game Engine, I want to finish off the last of those marauders!" "No, sorry – a cutscene has to start now, so we'll spawn you over here regardless." Terrible.

SLASH AND BURN: An example of the stellar AI. Behind you, dummies!

There's little else to say. You wander through levels, you bash the light, heavy and medium attack buttons, block once in a while and are pushed through the game until you reach its unfulfilling conclusion. It also looks like arse with some of the muddiest, most uninspiring visuals we've ever, *ever* seen. OK, so you've got the enviable task of recreating a boggy marsh in Dartmoor, but at least shovel some soul into it? When the best thing about a game is being able to watch ragdoll corpses floating down a stream, you just know that something's gone horribly, dreadfully wrong. **Andrew Kelly**

■ King Arthur *is stin-king (ahem) up the shops now.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ It's quite brutal, and we like that kind of thing. – Repetitive, tiresome and rife with glitches.	+ It certainly looks like Britain... – ...which is grey, lifeless and covered in mud.	+ Lots of screaming and a good orchestral score. – Hammy voice acting from poor sound-a-likes.

LIFESPAN
You'll run and slash through the game in no more than four hours and will never *ever* want to play it again. Simple as that.
MINUTES ... YEARS

IT'S BETTER THAN...
MEN IN BLACK

IT'S WORSE THAN...
FORGOTTEN REALMS

Looks terrible, plays worse. Ageing side-scrolling combat and dour mission objectives create something truly worthless. Like the peasants, its revolting.

37

"...Guilty Gear X2 is a gem of a 2D fighter."
PlayStation World

90%
Play

"...this superior fighter significantly shifts up a gear. Class."
Official Xbox Magazine

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XBOX LIVE PlayStation 2 ZOO Digital Publishing

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INFOSTRIP

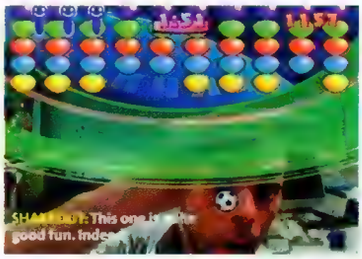
DETAILS
Developer: Konami
Publisher: Konami
Players: 1–4
Memory Save: 820Kb
Widescreen: No
50-60Hz: No
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer.
"The starting point of modern football came in the nineteenth century when public schools made organised games part of the curriculum."

GAMEPIE
70% Eyetoy Play
10% Pong
10% Boredom
10% Excellence

GAMEFAX
For Kiddies
Easy
Eyetoy
Sports

TRIVBURST
- 15 different sports-based minigames.
- Half of which are crap.
- Wave your hands in the air, like you just don't care. Actually, you probably really won't care. At all.



THE MONEY SHOT

We're big fans of slapping horse's asses to get 'em to go faster. It's one of the best – and silliest – minigames available in *U Move Super Sports*.

"WE LIKE TO MOVE IT, MOVE IT! OH, WE DON'T."

U MOVE SUPER SPORTS

'Super Sports' is overselling it rather a bit. 'Average Football Plus A Couple Of Other Games' is slightly nearer the mark.

It's funny how something as potentially innovative and boundary-breaking as EyeToy can settle so quickly into a predictable groove. The possibilities for the peripheral are surely still only sky-limited, but aside from the odd blip like being able to import your face into *THUG 2*, most EyeToy games have settled for hewing close to the template provided by *EyeToy: Play*. Not a bad thing, admittedly, especially when *Play 2* is such a riotous game, but, well, where's the surprise? The shock of the new? That tingling feeling you get in your special place when you've seen something shiny and a little bit sexy?

It's not here either, sadly. EyeToy's potential remains just that: potential. *U Move Super Sports* is yet another addition to the EyeToy-based ranks of Saturday night specials, perfect for that post-pub rave-up when Mum's had one sherry too many, Auntie Mabel's got her tit stuck in the mangle, and nobody minds waving their arms in the air like a prune. But! Whereas *Play* and *Play 2* are devotees of surreal silliness and *Sega Superstars* grandstands the company's glorious back catalogue in stunning fashion, *U Move Super Sports* is all about, well, *sport*. And most of that sport is football. It seems a little pedestrian in comparison, but then EyeToy's mainstream-ensnaring simplicity needn't be about alienating the man in the street with esoterica – it's just that once you've actually *felt* like a monkey trapped in a ball, saving goals with a casual flick of the wrist doesn't seem particularly thrilling.

Nevertheless, of the 15 minigames present in *U Move Super Sports*, a clutch of them are tremendous fun. The aforementioned goal-saving game isn't one of them, but there are a couple of crackers, notably 'Jockey', one of the few non-football games on board, which involves you slapping equine ass to speed up your horse. Good, clean, silly fun, buttressed by other fine fare such as Space Break Out, a – wait for it – *Breakout* clone where you have to hit a football to smash coloured lozenges, and Batting Frenzy, which allows you to whack baseballs as hard as you like.

But the sad fact is that a lot of the games here are either middling, just plain boring, or even worse, maddeningly frustrating. Hole In One, f'rinstance, is just tedious, seeing you wave away birds as your golf ball trundles wearisomely to its hole, and Ball Tossing Aliens, despite it's initially-exciting premise (juggle balls with, er, aliens), is a similarly pantalonio affair.

U Move Super Sports is a generous package but it offers mostly-weak, distorted photocopies of other EyeToy games. It can be great fun, but there's little incentive to bag this over the alternatives that are available for your 'Toy. **Jes Bickham**

■ *U Move Super Sports is on shop shelves now.*

CARD FOR LIFE

Quite the worst minigame in *U Move Super Sports* is Yellow Card, which is pure, unadulterated shatmandoo. A number of 'referees' stand arrayed around the screen – wave your hand over whichever one raises a yellow card. And that's it. We've had more fun eating dog food, and that wasn't much fun at all. (Well, Andy liked it, but he usually eats cat food, which is even worse. Word to the wise there, kids). Rugby Clash, where you 'tackle' things, is also rubbish and not half as exciting as a game based round a load of blokes fighting should be.

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Some decent sports-based minigames. – Some very tedious duffers too.	+ Some quite lovely cel-shaded characters and graphical effects. – Er, that's it.	+ It's got some. – It's all a bit cute and 'funky' for our 'highly educated' tastes.

LIFESPAN
Great for drunk Saturday nights and little else. Except on drunk Saturday nights, you'll probably be playing *Singstar*.

MINUTES — YEARS

IT'S BETTER THAN...
EYETOY GROOVE

IT'S WORSE THAN...
SEGA SUPERSTARS

There's some great stuff, some filler, and some dross here. Unless you think sport is better than monkeys in balls, there are better alternatives around.

63

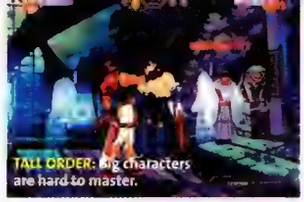
INFOSTRIP

DETAILS

Developer: Sammy Studios
Publisher: Zoo Digital
Players: 1 – 2
Memory Save: 78KB
Widescreen: No
50-60Hz: Yes
Surround Sound: No

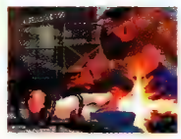
GAMEFAX

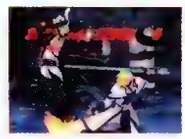
Beat-em-up | Manga | Sequel | Hard



TALL ORDER: Big characters are hard to master.

OF THE CLOTH: This strange, sexy, mundady is lethal.





"IS IT TIME TO CHANGE GEAR?"

GUILTY GEAR X2: RELOAD

Like Paris Hilton, it's beautiful but it lacks brains.

While most Western beat-'em-up developers prefer to depict hirsute brawlers slugging it out in a dingy warehouse, the Japanese take a much more unzipped slant on things with games like *Guilty Gear X2*. Four minutes in and you'll witness a robot firing missiles from his knees, small children being lashed to death by a man wearing a bag on his head and a ghost necking with a shrivelled corpse. Creatively, it shames any brawler you care to mention, but delve beneath the flashy exterior and problems surface.

Most glaringly, the combat has none of the depth of other similar titles. *King Of Fighters*, *Street Fighter* and *Marvel Vs. Capcom* make *Guilty Gear X2* seem flaccid and outmoded in comparison, due to the distinct lack of moves and combo opportunities on offer. It's also worth noting that this isn't a proper sequel, rather a clumsy 'reload' of the first *Guilty Gear X2*, with six new characters and an improved story mode with multiple endings. If you've yet to experience the series, this is an obvious starting point – otherwise, save your pennies for *Guilty Gear Isuka*, the next iteration of the franchise. There really aren't any *truly* worthwhile additions here, even for the salivating fanboys among you.

But for all its stunning good looks and ingenious character design, *Guilty Gear X2* is a bit like watching Strictly Come Dancing on a Saturday night. Sure, watching celebs makes arses of themselves in ballgowns is fun for a bit, but you soon realize that there are far, far better things you could be doing with your life. If you're desperate for something that little bit different, by all means give this a whirl, but wouldn't you rather be getting stuck into something properly meaty like *Soul Calibur 2*? **Andrew Kelly**

■ *Guilty Gear X2 is reloading right now.*

PSM² VERDICT

PlayStation 2

Not bad, but not terribly good either. If you already have the first game, this re-hash isn't really worth splashing out on. Decent, no more, no less.

66

INFOSTRIP

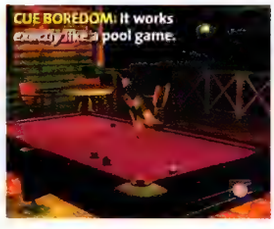
DETAILS

Developer: Blade Int.
Publisher: Zoo Digital
Players: 2
Memory Save: 177KB
Widescreen: No
50-60Hz: No
Surround Sound: No

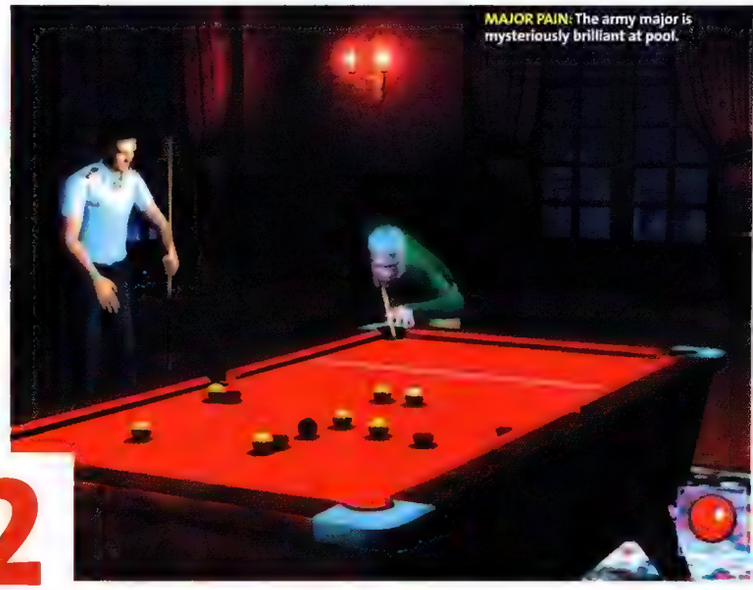
GAMEFAX

Sports | Hard | Stupid | Sequel

KING OF ROCK AND POOL: Here's the Elvis stereotype. Ho ho!



CUE BOREDOM: It works exactly like a pool game.



MAJOR PAIN: The army major is mysteriously brilliant at pool.

"THIS SHARK HAS GOT NO BITE"

POOL SHARK 2

Like pool? Then invest in a pool table – it's better.

Simulators are brilliant. They let you fly fighter jets, box with Muhammad Ali, drive tanks and shoot people without having to suffer years of mental anguish. But playing pool? Stagger into almost any pub and you've got access to a table, some balls and a couple of cues. Yes, you have to deal with people belching lager through their nose and vomiting on your shoes, but other than that, anyone can try their hand at the 'sport'. Don't get us wrong, *Pool Shark 2* does pool well – it's just thoroughly underwhelming. And let's be honest, you can't go far wrong with recreating pool. If the balls roll around convincingly and the rules are properly enforced, you'll have a fully-working sim on your hands.

As an aspiring pool shark, the game sees you visit various seedy environments (clubs, biker bars, alleyways) hoping to 'hustle' the game's 20 opponents and become the most revered pool player in the business. Sounds great, eh? You can *be* Paul Newman in The Hustler! Except you can't. Sadly, the reality is far less engaging. The pool-by-numbers gameplay is unremarkable, the characters are all rubbish cartoon stereotypes (mad army colonel, biker chick and redneck, for example) and everything feels vapid and flat.

Look, you know what you're getting when you buy a pool simulator and *Pool Shark 2* is unarguably an accurate simulation – there's just doesn't seem to be any point in playing it when the likes of *World Championship Snooker*, a game that offers both pool *and* snooker, are floating around the shelves. We've seen it all before and really can't recommend something so unexceptional. Just pop down the Auld Dog's Egg for a few games – it'll cost less, there are girls there and you can get drunk. **Daniel Griffiths**

■ *Get your hustle on with* Pool Shark 2 *right now.*

PSM² VERDICT

PlayStation 2

Pool Shark

Everything you'd expect from a competent pool sim, but not dynamic or fresh enough to keep us interested. Go for Codemasters' *WCS* instead.

56

INFOSTRIP

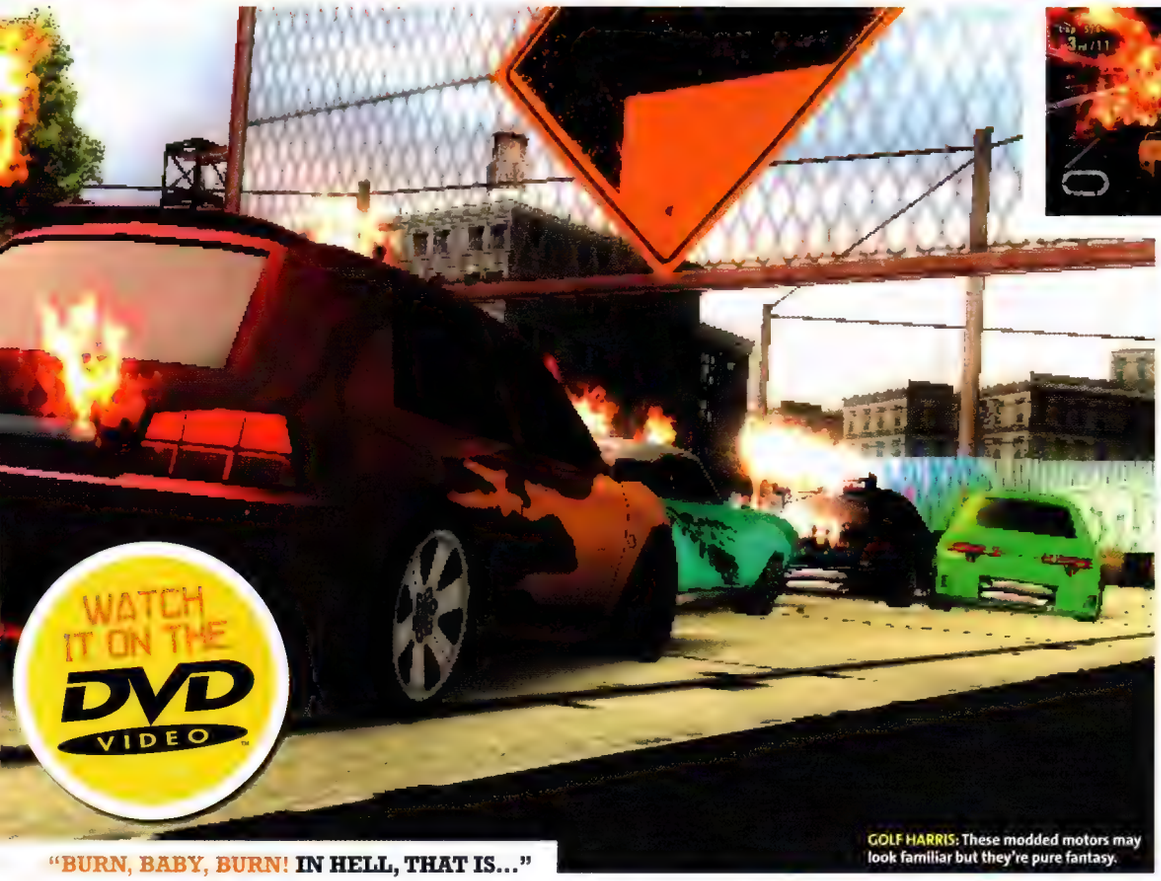
DETAILS
Developer: Climax
Publisher: Eidos
Players: 1-16 online
Memory Save: 618kb
Widescreen: No
50-60Hz: No
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer.
"*Crash 'N' Burn's* OK but imagine it was called *Burn Crash Bandicoot*. It'd be much more fun then."

GAMEPIE
80% Wondering why you're not playing *Burnout 3* instead
10% Fiery explosions
05% Buying pointless upgrades to your car
05% Fun

GAMEFAX
Driving
Network play
Easy
Shit

TRIVBURST
- Four different types of car: compact, pick up, muscle car and sports.
- Online ranking system.
- Custom car options include spoilers, extra boost and new colours...



GOLF HARRIS: These modded motors may look familiar but they're pure fantasy.

DANGEROUS DRIVING

The best parts of *Crash 'N' Burn* are the Kamikaze races, in which you and your opponents race while a team of CPU cars plough round the track the wrong way, trying to take you out. Sadly, after three frantic laps, most of the kamikazes and opponents are totalled, leading you to a simple pootle to victory. Good three laps, though...

"BURN, BABY, BURN! IN HELL, THAT IS..."

CRASH 'N' BURN

With that title, this needs to be good to avoid jokes about it crashing and burning. Oh, it isn't.

Just buy *Burnout 3* instead. Yes, it's not often we'll draw such a damning conclusion about a game in the opening sentence of a review, but honestly, if you want sound barrier-busting, retina-melting, pile up-mangling racing thrills, that's the game you need. *Crash 'N' Burn*, despite its attempts to ape Criterion's classic, you need about as much as a fart in your submarine.

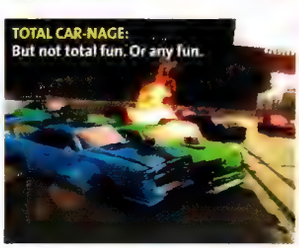
What on Earth can we say about the poor man's version of *Burnout 3*? Tell you what, let's just slowly pick it apart. The cars are horrible, boxy creations, racing around utterly uninspired circuits (ovals! Figure 8s! Wow!) in uninspired locations like New York, LA and the Bronx, to a dire soundtrack that suggests the developers heard *Burnout 3*'s garage-rock megamix, found that money was too tight to replicate it, and replaced it with a load of generic guitar thrashing from their in-house hippy. Annoyingly, the (actually lovely-looking) intro sequence of hundreds of cars smashing together is soundtracked by The Von Bondies' storming It Came From Japan. This got the indie boys among PSM2 all excited, until we heard what followed.

Then there's the way the game plays – it's all just far too easy. The first race you undertake, your only cause for alarm is if you're distracted by the computer cars rucking with each other and the resultant explosions and flying shrapnel. You might even be fooled into thinking it's quite a good game. After all, the fireball effects are pretty and the cars handle reasonably convincingly. You'll probably finish midway up the driver rankings. Then next time, you'll be prepared for the carnage and when you are, you'll realise just how predictable the CPU drivers behaviour actually is and weave through the pack with almost indecent ease, never seeing any of them again. True fact: we'd won about six races on the trot before we even noticed the nitro boost bar at the bottom of the screen, at which point we started winning by at least a clear half lap ahead of everyone else. Yes, you can upgrade your car and there are other unlockable race modes, such as Last Man Standing and Bomb Tag (a game of, well, tag but with explosives blowing the loser up) but there's no point when, and this is the real killer, *Crash 'N' Burn* has no feeling of speed whatsoever, even when you're using boost. It might be salvageable if it did but, sadly, it actually has all the sense of pace and drama as an average episode of Where The Heart Is. Can we put *Burnout 3* back on again yet?

Crash 'N' Burn feels empty. It's a simple little thrashabout in a marketplace of driving legends. Sure, you might manage to squeeze some fun out of it in multiplayer and it's a competent though thoroughly predictable game online (like freebie *Hardware* but on basic racetracks) but why would you want to bother when you can play a real racing game instead? **David Cook**

■ *Crash 'N' Burn skids onto shop shelves now.*

Well, the in-game action looks crap. So here's a shot of the intro sequence instead. Nice, isn't it?.



TOTAL CAR-NAGE: But not total fun. Or any fun.

PSM VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ The cars handle fine and it all works competently. – But competent isn't enough. Slow and dull.	+ The explosions look good. Great intro. – Nasty, boxy cars you'd never want to drive.	+ Acceptable tyre-screeching noises. – Duff soundtrack from guitar nobodies.

LIFESPAN
Even were you bored enough to play it through to the end, it wouldn't last long. It's all far too easy.
MINUTES — YEARS

IT'S BETTER THAN...
FORD RACING 3

IT'S WORSE THAN...
BURNOUT 3

Crash 'N' Burn does exactly what it says on the box and crashes and burns. It works, but it's one of the most derivative and uninspiring racers on PS2.

46

PlayStation.2

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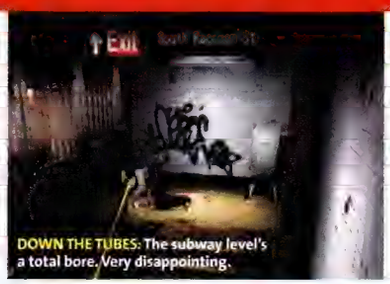
INFOSTRIP DETAILS
Developer: Capcom
Publisher: Capcom
Players: 1
Memory Save: 348kb
Widescreen: No
50-50Hz: No
Surround Sound: No

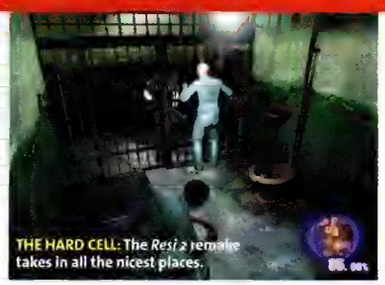
GAMEFAX

TRIVBURST

TOP 5 ELEPHANTS



DOWN THE TUBES: The subway level's a total bore. Very disappointing.

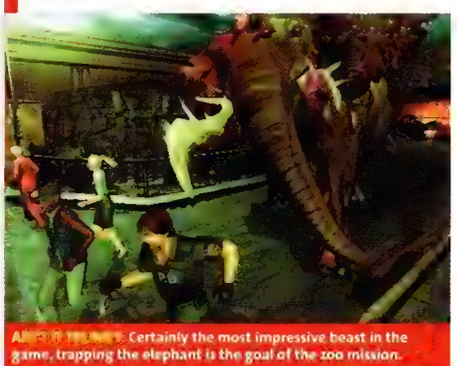

THE HARD CELL: The *Resi 2* remake takes in all the nicest places.

BURGER OFF: Fleeing zombies makes you hungry. Anyone for an eli-burger?

THE MONEY SHOT
Squatting moodily atop a train, this is the huge Megabite that presides over the subway level. Urgh.

IT'S THE ELEPHANT, MAN!

Sorry to go on... but look at that zombie elephant! Sadly, rather than taking our proffered peanuts, it simply trampled us to death. Next time, we're setting the zombie mice on it. Revenge is sweet.


Certainly the most impressive beast in the game, trapping the elephant is the goal of the zoo mission.

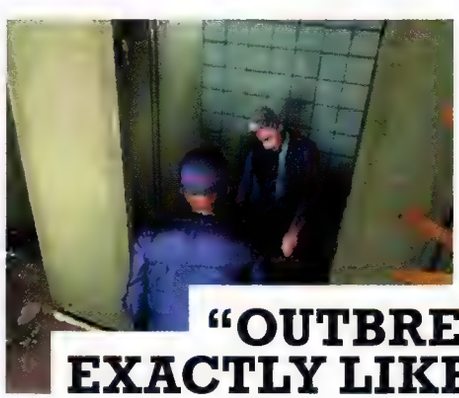
Nelly breaks the walls down as you first meet.

"Next year, I'm off to Tusk-any..."

"AN OUTBREAK OF DEJA VU"

RESIDENT EVIL OUTBREAK: FILE 2

More zombies, more viruses. Who the hell still lives in Raccoon City these days?



Change is good. Darwin was always going on about how brilliant it is that we changed from apes to humans, and he was right – at PSM2 we're glad we don't still hurl our own faeces at each other for fun. Well, not often, anyway. Unfortunately, Capcom don't seem to share this pro-change philosophy and with *Outbreak: File 2* have churned out a game that plays and feels almost exactly like the original. The first mission even begins in the same bar as *Outbreak*. Familiarity, remember, breeds contempt.

This is the Japanese import version and in Japan they don't mind their spin-offs quite as

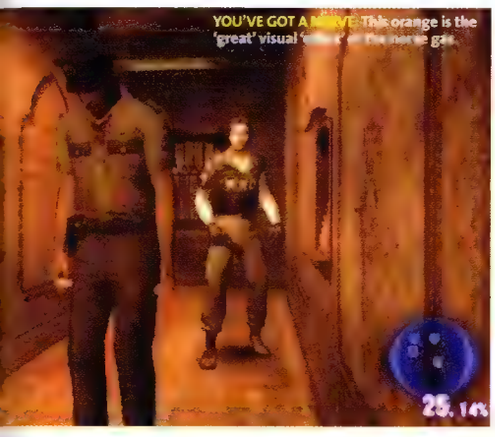
"OUTBREAK: FILE 2 FEELS EXACTLY LIKE THE ORIGINAL"

PREVIOUSLY IN PSM2...
"IT COMES COMPLETE WITH RAMPAGING ELEPHANT MONSTERS."
PSM2#45

GAMEPIE

PUBTALK

CROC OF SHIIIIIT! Don't panic. It's a handbag and shoes just waiting to happen.



YOU'VE GOT A NERVE: This orange is the 'great' visual [illegible] of the nerve gas.

TAKING ROOT: This giant plant is a level boss. Pass the weedkiller.

POLL AXED: Grab yourself a weapon and hack away.

"THE ZOO MISSION IS A SKEWED TAKE ON THE USUAL RESI FARE"

much as we do here. Over here, however, *Outbreak: File 2* will the first online *Resi* and will be received as the replacement for the non-online (and currently in shops) *Outbreak* when it's eventually released next year. This means that while it's a great thing to finally play some great levels online, as an import purchase it's next to useless as, once again, we can't play it online and it's too similar to the game we've already got. Get it? When you begin and are confronted with the same list of characters as before (Kevin, Jim, Cindy, David and so on), you'll feel just a bit robbed. Surely a couple of new people could have been thrown in for variety? Just like last time you have five missions to choose from, but the first is a staggeringly pointless training mode (press ◎ to swap items between characters. Press ◎ to pick things up. Press R1 and ◎ to fire.) So this leaves you with a choice of four, of which two are terrific, one so-so and one a redundant retread of *Resident Evil 2*. Yes, *Resi 2*. At first this makes you feel nostalgically fuzzy, but then you realise it simply smacks of a horrific lack of imagination. There's a brand-new selling point to this mission, though – every so often, you'll enter a room and find it filled with nerve gas, sending your T-Virus meter through the roof and prompting super-quick death. Unfortunately, as you can walk out, return, and find the fumes magically dispersed, it renders the nerve gas neutralisers you carry around redundant.

Right, let's do some positive stuff before you end up thinking this is the worst *Resi* yet. That'd be doing *File 2* an injustice, because some of it is superb. The major positive is the mission set in the zoo, in which you lay waste to a load of zombie animals. What harm can a few penguins and giraffes do, you think. Then you stroll in and a *colossal* undead elephant careers through the wall to confront you, rearing up on its hind legs and braying menacingly. Although there seem to be remarkably few animals actually in this zoo (one elephant, two lions, a hyena, two alligators and a few birds, by our count), it's still a refreshingly skewed take on the usual *Resi* fare. Sad that such thinking wasn't continued throughout. Then there's one set in an abandoned lunatic asylum and home to an invincible nutter with a huge axe, who stalks you through the corridors like Jack Nicholson's character in The Shining and sparks screams of terror every time he marauds through the doorway just as you thought you'd escaped. Both of these are excellent – brooding, atmospheric and among the finest moments in *Resident Evil* history.

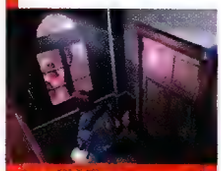
It's just a shame they're both so let down by the rest of the game. It's not just that the other two missions are meandering shams (the fourth, by the way, is set in a subway station, a setting so predictable in horror games as to be laughable). What irks most is that the supposedly improved computer AI doesn't actually appear to have been altered at all. Your partners are still far too prone to just wandering off on their own, taking valuable items with them. Example? Once, we were confronted by a giant, slathering Megabite, and the only one of our team with a gun proceeded to run around aimlessly and refused to hand over the goddamn shooter, reducing us to trying to take the 50-foot bug out with a broom handle.

We can't recommend importing *File 2* – when it's released over here with online play, it will be *essential*, but without it, you're left with a game far too similar to the first, albeit with a fantastic elephant. You'll rejoice in the one distinct improvement that's been made – this time, you can run and shoot simultaneously, leading to far fewer clumsy gun fumbling but it's not enough. If you've not played *Outbreak*, you'll have fun with this, but if you have stick around for the full, online UK version. Elephant or otherwise. **David Cook**

■ File 2 *can be imported now if you can't wait.*

FOR OLD TIME'S SAKE

OK, we admit it. Cynical journos though we are, even we were quite excited when we first found ourselves back in the police station from *Resident Evil 2*. "Look, it's the statue!" we squealed like girls. "And look – that moment when a Licker crawls up the window! Brilliant!" Then we realised that, regardless of fond memories, it was a crap mission as we knew what was going to happen. Arse.



ART MEMORIES: Remember this from gaming history?

TOKEN EFFORT: As ever, grab tokens to unlock new areas.

BRAINING THE LIVE: Zombies are massacring the city so the cops barricade themselves inside the station. Bunch of cowards.

ART IN STAGNATION: One of gaming's most memorable pieces of art, this statue. The thrill of playing is short-lived however.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Two missions are fantastic. – But the rest are old and therefore duff.	+ Some hugely cinematic cut-scenes. – The subway station looks boring.	+ Good spot FX and quite scary music. – Rotten voice-acting detracts from that.

LIFESPAN

It's challenging, certainly, but it's not really that big. You'll finish the two good missions in a couple of days.

MINUTES ... YEARS

IT'S BETTER THAN...
RESIDENT EVIL: DEAD AIM

IT'S WORSE THAN...
SILENT HILL 2

The best missions are better than the first *Outbreak*'s, but the others are too similar. Wait for the UK release to get the best of all words – online *and* fresh levels.

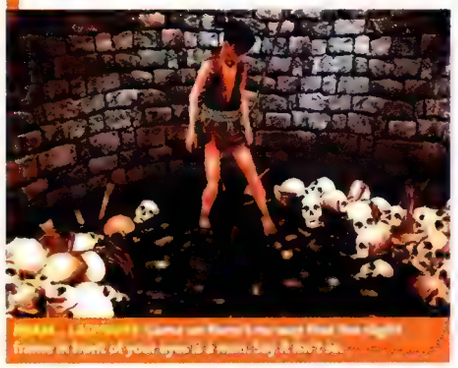
71

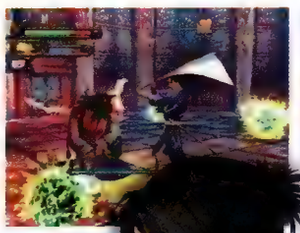
THE MONEY SHOT

The first time the screen is drenched in colour once you get your eye back. Blinding...

BRAT ATTACK

Making a play for PS2's most annoying character is *Blood Will Tell*'s Dororo. The impish hanger-on who's meant to be a boy but looks like a girl shares centre stage with Hyakki. As the plot follows the two travellers, you get to play as Dororo and use his exceptional skill of rock throwing... Now, we can do that in real life – Andy still bears the scars. We don't need a digital recreation of it. But Dororo's got another skill – he can also climb through tiny crevices. Wow. Who needs Hyakki?





"PLENTY OF RED STUFF BUT NOT MUCH ELSE"

BLOOD WILL TELL

The Six Million Dollar Man was reconstructed with technology but he's got nowt on Sega's samurai legend...

Hyakkimaru isn't your typical samurai. OK, he's extremely disciplined (he won't kill his fellow man) and he's a dab hand when it comes to dicing demons with his sword. But, there are a few *unusual* things that set him apart from your average action hero. For starters, instead of a right knee he's got a rocket launcher. Instead of forearms, he's got two gleaming swords. Yep, *Blood Will Tell*'s main man is PS2's very first character to be modelled on a Swiss Army knife. Jeez, you can't make this stuff up. Oh, and he's also, somehow, got a machine gun concealed about his body. We don't like to imagine where he's stashed that...

The late Osamu Tezuka is the mastermind behind the Dororo comic books, which are the inspiration for Sega's latest adventure. Following the comic's plot, you play as Hyakkimaru, who must recover the 48 body parts that he was sacrificially stripped of as a baby. That's one hell of a Christening. The aptly named Fiends are the culprits behind this grand theft organ and it's up to you to hunt them down and reclaim what's rightfully yours. Once you find and defeat one of the 48 giant Fiends, your body part is magically returned and grants you further powers. One neat touch is that you play the first few stages in black and white, and it's only when you defeat a boss and regain your eyes that the visuals become doused in colour. It's a good moment, but apart from novelties like this, *Blood Will Tell* hacks away without delivering any real enjoyment.

Following the same sort of mindless chop-socky gameplay as *Drakengard*, *Blood Will Tell* unloads oodles of enemies instead of diversifying the gameplay. A word on the enemies, though. In among the usual grunts, Hyakki finds himself battering away at (get this) demonic parasols and bushes that bleed all over the shop. No, *really*. Sadly, this doesn't alter the experience one jot. It's all about whacking □ and △ to hack up thugs until you've got to replace your blistered digits with spoons, just like Hyakki (probably) has. Things aren't helped by the camera angles either. Running down a corridor infested with evil beings (and parasols) is bad enough, but when you can't even see where they're attacking from, it just makes things even more arduous. Mind you, you don't have to fight them. On a lot of stages, you can simply leg it past them as if they weren't there.

Blood Will Tell is simple to say the least. 'Press buttons and make the bad men/bushes die' is about as difficult as it gets. Yes, sometimes you want your games to be straightforward and *Blood Will Tell* is certainly that. The story is compellingly insane and the Fiend battles will really test your reflexes. But overall, splashing the cash to purchase a mediocre slashing game is pointless. The fun factor's limited and it'll soon descend into pointless button bashing. If you're after something with a samurai theme then go and pick up *Onimusha 3* with your cash instead. **Nathan Irvine**

■ Blood Will Tell *is already available on import and bleeds its way into UK shops in early 2005.*

PSM VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Easy to grasp and rewarding in places. – Slay demons, fight boss and repeat to fade.	+ The cut-sequences are visually impressive. – The collision detection is sub-standard.	+ Some decent voice acting. – Dororo is the whiniest little shit-heel... ever.

LIFESPAN

It's over twenty hours long, but after the first few repetitive, chop-tastic levels, you'll be struggling to find the will to carry on.

YEARS

IT'S BETTER THAN...
TEENAGE MUTANT NINJA

IT'S WORSE THAN...
ONIMUSHA 3

There's nothing that's going make you gasp in awe with *Blood Will Tell*. The story is compellingly bizarre, but the button-bashing gameplay gets tiresome quickly.

60

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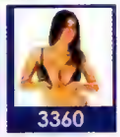
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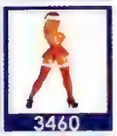
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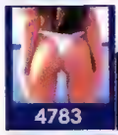
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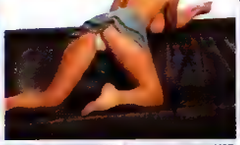

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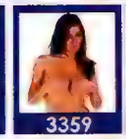
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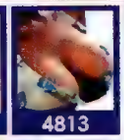
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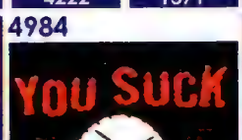

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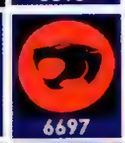
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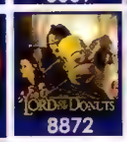

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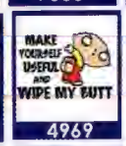

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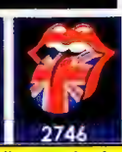
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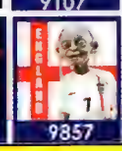

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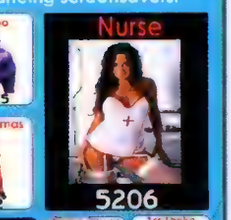

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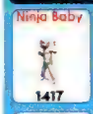

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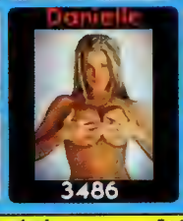

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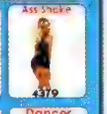

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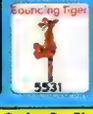

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1625 Mousse T *Is it Cause I'm..*
5208 Nadia *A Little Bit Action*
3131 Nelly *Na NaNa Na*
4022 Nelly & Christina *Tilt Ya*
3147 Paul Holt *50 Grand for Xmas*
5226 Pop *Serious*
4118 Sugarcult *She's The Blade*
3653 The Killers *Somebody Told..*

DANCE TONES

4726 3rd Wish *Obsession*
9601 Angel City *Touch Me*
2974 Armand Van Helden *My My..*
9883 ATL *Calling All Girls*
3267 Dannii Minogue *You Won't..*
1962 Darren Hayes *Popular*
3393 Deep Dish *Flashdance*
2965 Dirty Vegas *Walk Into The..*
9006 DJ Casper *Cha Cha Slide*
7874 DJ Sammy *Heaven*
1427 Energy 52 *Cafe Del Mar*
1965 Eric Prydz *Call on Me*
3925 Michael Gray *The Weekend*
4704 Mylo *Drop The Pressure*
9255 Nina Sky *Move Ya Body*
0208 Robert Miles *Children*
2733 Stonebridge *Put'EmHigh*
5405 Tom Vek *If You Want*

2 TONES TOP EATH OFFER!!

CLUB TONES

7165 50 Cent *In Da Club*
9119 Britney Spears *Toxic*
4250 J-Kwon *Tipsy*
1186 Kanye West *Jesus Walks*
6785 The Streets *Fit But You Know It*
2253 Band Aid 20 *Do They Know*
880 George Michael *Last Xmas*
2125 Bo Selecta *I Got U Babe*
3641 Hot Pantz *Give You One..Xmas*

RNB AND HIP HOP

7137 50 Cent *21 Questions*
3987 Chingy *Balla Baby*
3327 D-12 *Git Up*
4919 Destiny's Child *Lose my Breath*
3981 Eminem *Just Lose It*
3922 Fabolous *Breathe*
5401 Ice Cube *You Can Do It*
4250 J Kwon *Tipsy*
5392 Ja Rule *New York*
3977 Jamelia *DJ*
3763 Jay Sean *Stolen*
2047 JayZ ft R kelly *Big Chips*
3984 Kanye West *Workout Plan*
2310 Mase *Welcome Back*
4611 Nas *Bridging The Gap*
7947 R Kelly *Ignition Remix*
4024 Snoop Dogg *Drop It Like It's..*
5390 Trick Daddy *Lets Go*

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2448 BRITNEY SPEARS *Everytime*
2414 D 12 *How Come*
2093 DELTA GOODREM *Out Of The..*
3616 GIRLS ALOUD *I'll Stand By You*
3893 GIRLS ALOUD *Love Machine*
3619 GWEN STEFANI *What You..*
2458 J KWON *Tipsy*
3620 JO JO *Baby's Its You*
3895 JO JO *Leave*
5085 KHIA *My Neck My Back*
3621 LEMAR *If There's Any Justice*
2465 MARIO WINANS *I Don't Wanna..*
1601 MCFLY *Obviously*
3622 MCFLY *Room On Third Floor*
3896 NELLY *My Place*
2472 O ZONE *Dragostea Din Tei*
5082 R KELLY *Happy People*
5088 RACHEL STEVENS *More More..*
5086 ROBBIE WILLIAMS *Radio*
2090 U2 *Vertigo*
2477 USHER *Burn*

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*See website for compatibility

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1069 Mel b (Bo)
1102 Ali G
1088 Lou and Andy
3966 Krusty The Clown
1096 Del Boy
2381 Borat (Ali G Show)
2379 Bert and Ernie
1106 Avid Merrion (Bo)
1151 Alan Partridge
2377 Austin Powers
3975 Dr Evil
1150 Gollum (Bo)
1146 Jordan
1143 Kat Slater (Bo)
1071 The Bear (Bo)
2392 Trigger Happy
2393 Yoda
2389 Peter Kay
[illegible] Merlin

*Impersonators Only

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2532

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"RELIVE THE BEAUTIFUL BATTLES AND GET YOUR SOFA RE-UPHOLSTERED"

THE LORD OF THE RINGS THE RETURN OF THE KING EXTENDED EDITION

Because the cinema version just wasn't quite long enough. Ring it on!

STARRING
- Viggo Mortensen
- Ian McKellen
- Elijah Wood
- Sean Austin
- Liv Tyler
- Dominic Monaghan
- Billy Boyd
- Andy Serkis

DIRECTOR
- Peter Jackson

CERTIFICATE
- 12 (TBC)

PRICE
- £34.99

RELEASE
- 10 December

And so... that's it. Peter Jackson ends his trilogy with one almighty smackdown between the forces of evil eye Sauron and the armies of man, led by Aragorn (Viggo Mortensen). But then, you knew that already. If you're a fan, you know the story and you've probably already got the two-disc 'theatrical edition'. So what you can expect from this extended version? For a start, a numb arse, since the extra footage boosts the film's running to a whopping 250 minutes. But that's what the pause button was invented for.

And what's been added includes some essential material. Best of all, we finally find out the fate of Christopher Lee's pesky wizard, Saruman. We won't spoil anything, but let's just say it involves him going out on a high... Elsewhere, Aragorn's adventures at the Mordor gate, one of the few scenes that felt truncated in the original film, is improved with the Mouth Of Sauron, a Hellraiser-style horse-rider.

siege engines, flying rocks, horse charges and, of course, a few more scenes featuring those giant elebeasts, the Mumakils. Plus, there's plenty of that conniving creature Gollum, all skin, bone, hissing manipulation and ring-craving addiction. Weighed down with new extras, the Extended Edition is an epic purchase. Prepare to wear a hole in the sofa.

"SHEDLOADS OF ORC BATTLES, SIEGE ENGINES, FLYING ROCKS, HORSE CHARGES, GOLLUM..."

FIGHT CLUB

All in all, most of the new material helps the film, with the possible exception of some slushy-yet-chaste scenes that show the kindling of a romance between David Wenham's Faramir and Miranda Otto's Eowyn. Saddled with dialogue torn straight from a Mills and Boon, the two don't exactly look comfortable exchanging wan glances of unfulfilled passion. If we wanted that sort of thing, we'd watch EastEnders. Still, none of that, or the vaguely overdone multiple endings, can spoil Jackson's party. All you need to know is there's shedloads of orc-on-human battle scenes, giant

PSM2 VERDICT

MOVIE	GOOD+BAD	DVD
+ Jaw-droppingly realistic battle scenes. – Bit of a shame about the ending(s).	+ A really dramatic story among the SFX. – The Ghost Warriors are a bit crap	+ Mondo extras that add plenty of depth. – Some less essential technical stuff.

EXTRAS

Where to start? Four commentaries, with everyone involved and plenty of Making Of material but your best bet is to head for the mini-documentaries featuring the cast and crew larking about.

IT'S BETTER THAN...
STAR WARS: ROTJ

IT'S WORSE THAN...
STAR WARS: ESB

The usual standout effort. The *LOTR* DVDs continue to set the standard high for other disc-flingers. Come and have a go if you think you're Orc enough...

95

"ROBOT WARS BUT WITHOUT CRAIG CHARLES. PHEW"

I, ROBOT
COLLECTOR'S EDITION

Will Smith versus the mad robots. C'mon you 'bots!

STARRING
- Will Smith
- Bridget Moynahan
- Chi McBride
- Alan Tuduyk
- Bruce Greenwood
- James Cromwell
- Adrian L Ricard
- Shia LaBeof

DIRECTOR
- Alex Proyas

CERTIFICATE
- 12

PRICE
- £24.99

RELEASE
- 3 December

Modern life is rubbish for Will Smith's police detective Del Spooner. His beat is Chicago, 2035. In the near future, robots are everywhere, just like Tomorrow's World promised – delivering the post, doing the chores, cleaning the streets. But Spooner's a robophobe, annoyed that droids are taking jobs from humans and suspicious of giving the mechanical men more power. So when a famed roboscientist takes a fatal plunge from the top floor of the towering office building of US Robotics and the prime suspect is a 'bot, Spooner's convinced something is going on. That's those razor-sharp detective instincts at work, see? Bet he did A-levels and everything.

TECH NOIR

I, Robot is a strange mix of genres. It tries to combine high-minded sci-fi (the script is based on a story by author Isaac Asimov), dark thriller (Alex Proyas directed mind-twister Dark City) and Hollywood blockbuster. Sometimes, it's an uneasy blend, with the good ideas submerged under several flashy set pieces. Yet it works a lot more than it fails, offering a pacy, intriguing flick that keeps its brain in gear even when Smith is doing no more than coasting by on his charm. Part of the appeal is main robot (and murder suspect) Sonny, played by Alan Tudyk. Despite being saddled with a Gollum-style motion capture performance, Tudyk shines, making his metal man feel far more human than many of the actors.

PSM2 VERDICT

MOVIE	GOOD+BAD	DVD
+ Great robo-action with excellent special effects – Clichéd cop plot that often grates.	+ It's a Hollywood flick with brains, for once. – The tone can get a little muddled sometimes.	+ Plenty of stuff about the making of the SFX. – Plodding chat tracks that send you to sleep.

EXTRAS

Director Alex Proyas and writer Akiva Goldsman get together for a commentary duller than Sunday night television. Buy the two-disc set for plenty of behind-the-scenes goodies.

IT'S BETTER THAN...
WILD, WILD WEST

IT'S WORSE THAN...
THE TERMINATOR

A competent summer action blockbuster with a few more smarts than usual. Between the wisecracks, Smith does a good job of playing the cynical 'tec.

80

KING ARTHUR

STARRING
- Clive Owen
- Keira Knightley

DIRECTOR
- Anton Fuqua

CERTIFICATE
- 18

PRICE
- £19.99

RELEASE
- Out Now

What do you get when you rip out the fantasy elements, Excalibur and the Arthur-Guinevere-Lancelot love triangle from the legendary story of Camelot? A plodding, pointless attempt to replicate the success of Gladiator that manages to bore even as it resorts to the brutal removal of heads, that's what. For all of you who were disappointed by the cinema version's lack of blood 'n' guts, console yourself with this Director's Cut, which allows helmer Antoine Fuqua to reinstate some of the violence. It doesn't really help: this is one turd that's going to take a lot more polishing. The problem isn't (just) with the choppily edited battles, it's with the script, which is shoddy, and the cast, who coast through on autopilot. Yawn along if you must, but you'd be better off skipping this fight.

25

THE ULTIMATE MATRIX COLLECTION

STARRING
- Keanu Reeves
- Laurence Fishburne

DIRECTORS
- The Wachowski Brothers

CERTIFICATE
- 15

PRICE
- £59.99

RELEASE
- 6th December

It's tough to see why anyone really needs to own this collection, though if you're the sort of person who absolutely, positively has to buy every disc of your favourite film, start saving those pennies. But warning: this will mean purchasing Reloaded and Revolutions. Again. Still with us? The Ultimate Collection offers a hefty load of extras, with three whole extra discs of features. There are attempts to explain what the Wachowski Bros intended with their story, but mostly it's a chance for all involved to get a little credit and for us to learn more about how they pulled off some of the more impressive effects. Overdone, but OK for first timers.

80

Films from another space and time

ANIMANIA

AZUMANGA DAIOH: VOLUME 01

Anime for girls. You know what that means; shrieking, candy floss, flowers and cats. Loads of the buggers. Daioh centres upon a school frequented by seven mouthy students as they cavort and scream their way through a three year semester, and you know what? It's too much for us. Not because there's loads of shameless fan service, but simply because it's manic.

71

SPRIGGAN: THE MOTION PICTURE

This is an adventure movie that owes a lot of credit to films like Indiana Jones and James Bond. This feature-length edition features some of the best animation we've ever seen and it's distinctly violent. If you get your kicks from watching scores of innocent bystanders dying in explosions and the like, pray Sun Amateras. Or watch this. Whatever, really.

82

CITY HUNTER 2: MAGNUM

An evil fella known only as The Professor plots his revenge on Tokyo and unless the government pays him an impossible ransom, downtown Tokyo will be completely destroyed. Only The City Hunter, expert detective and shameless ladies' man, can keep Tokyo from being blown sky high. With a plot like that, you expect high-impact explosive madness. And that's what you get.

80

ALSO RELEASED

STAR TREK SEASON 3

■ Released 6 December ■ Cert PG ■ Price £69.99

There are some truly awful, examples of the show here, including fan favourite Spock's brain, in which the Vulcan's grey matter is nicked. No, really.

52

BATFINK: COMPLETE COLLECTION

■ Released 6 ■ December Cert U ■ Price £22.99

"Your bullets cannot harm me, my wings are like a shield of steel!" 22 complete episodes of the rodent crime-fighter in all his genre-spoofing finery. Yes, 22!

66

THE COEN BROTHERS COLLECTION

■ Released 12 December ■ Cert 18 ■ Price £39.99

This collects several of the Coens classics: Blood Simple, The Big Lebowski, The Hudsucker Proxy and, for the first time on DVD, the weird writing saga, Barton Fink.

93

OPEN WATER

■ Released 27 December ■ Cert 15 ■ Price £17.99

A squabbling couple get left behind on a diving holiday in shark-infested waters. Based on a true story, this is a crafty, sharp thriller. Blair Witch with teeth.

85

THE CHRONICLES OF RIDDICK
Released 27 December
Price £19.99

SUPER SIZE ME
Released 10 January
Price £15.99

THE 4400
Released 10 January
Price £24.99

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GOLDEN JOYSTICK AWARDS 2004™ WINNERS ANNOUNCED

PS2 Game of the Year
Burnout 3: Takedown
PUBLISHER: Electronic Arts

GameCube Game of the Year
Mario Kart: Double Dash!!
PUBLISHER: Nintendo

Handheld Game of the year
Sonic Advance 3
PUBLISHER: THQ

Xbox Game of the Year
Fable
PUBLISHER: Microsoft

PC Game of the Year
Doom 3
PUBLISHER: Activision

Online Game of the Year
Battlefield Vietnam
PUBLISHER: Electronic Arts

Publisher of the Year
Electronic Arts

Retailer of the year
Amazon.co.uk

Hardware of the Year
GBA SP NES Edition
Nintendo

Unsung Hero Game of the year
The Chronicles of Riddick: Escape from Butcher Bay
PUBLISHER: Vivendi

Editor's Award: Game of the Year
Pro Evolution Soccer 4
PUBLISHER: Konami

Hall of Fame - Industry Personality of the Year
Warren Spector
Ion Storm

Most Wanted Game for Xmas
GTA: San Andreas
PUBLISHER: Rockstar Games

Most Wanted Game for 2005
The Legend of Zelda
PUBLISHER: Nintendo

Ultimate Game of the Year
Doom 3
PUBLISHER: Activision

Sun Award: Ultimate Gaming Hero
Sonic the Hedgehog
DEVELOPER: SEGA

CHECK OUT THE WINNERS AT:
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VOTED GUIDE OF THE YEAR!

OG

GUNS. GANGS. GIN. JUICE.

The 27 Toughest Missions -Cracked.

Guest Editor!

OG LOC

Takes the rap - and flows the 411 on your FAQs.

"IT'S JUST SO... *BIG*"

How 'special' dating gifts can flatter ladies and *flatten* rivals.

Guest Columnist!

"THE TRUTH IS OUT THERE!"

Can YOU stomach OG's live autopsy of paranormal proof?

SECRET SERVICE

How to... nail 100% Progress (with 50% effort).

+

Flying Tips
Code Justice
BMX Bandits
Graffiti Tags

The Da Nang Thang, End of the Line, Green Goo

and wooing Millie into your 'man' room...

grand theft auto San Andreas

OG MINI-MAG

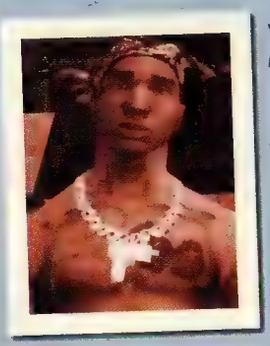
BROUGHT TO YOU BY PSM2

WE'RE ALL ABOUT THE 'DREAS

OG

GUNS. GANGS. GIN. JUICE.

DON'T HATE THE PLAYER, BEAT THE GAME...



Yes, yes, ya'll. OG Loc on the M...I...C – *pumpin' it like a sonic refugee*. Yes, that's quite good. Now, er... how much have I got to write again?... Er, OK...<BEAT STARTS PUMPING>... I'm loungin'. Like Linda Barker... Swingin'. Like... oh Lord... erm... *Peter Parker*. I got rhyme. Feeling fine. <BEAT GOES MENTAL> Number one hit. And my rapping's... er, good. That's right, dog. The tightest playa in the game's here to style your ass through *GTA: San Andreas*. And I ain't talking no weak shit walkthrough either, with that 'shoot the men' or 'handbrake left' jive, but a pimp-ass, sniper-focused, blast of hardcore rap to help you nail the game 100% – yeah, including that funky shit like oysters, graffiti tags and horseshoes – and save you big-style aggravation. I'll also be shouting out to my homies, FAQ-stylee, and grilling original hippy playa The Truth for the last word on paranormal activity and *GTA*'s hidden secrets. There'll also be maps and shit, but... hell... let's end this on a tune. <BOOM> OG Loc. I got time. <TISH> Dissing Playas and spilling rhyme. <BOOM> I like laydeez, I got class. <TISH> But to-be-quite-frank I'm all about the... <SKKRRRRRT!>

It's a work in progress, playas.

Enjoy the issue,

Codes and contents

JUST TAP THESE BUTTONS DURING GAMEPLAY

$250,000, full health and armour:
R1, R2, L1, ⊗, ←, ↓, →, ↑, ←, ↓, →, ↑

4 Star Wanted Level
R1, R1, ◎, L1, ↑, ↓, ↑, ↓, ↑, ↓

Aggressive Traffic
R2, ◎, R1, L2, ← R1, L1, R2, L2

All Traffic Lights Stay Green
→, R1, ↑, L2, L2, ←, R1, L1, R1, R1

All Vehicles Invisible (Except Motorcycles)
△, L1, △, R2, □, L1, L1

Black Traffic
◎, L2, ↑, R1, ←, ⊗, R1, L1, ←, ◎

Cars on Water
→, R2, ◎, R1, L2, □, R1, R2

Commit Suicide
→, L2, ↓, R1, ←, ←, R1, L1, L2, L1

Destroy Cars
R2, L2, R1, L1, L2, R2, □, △, ◎, △, L2, L1

Faster Cars
→, R1, ↑, L2, L2, ←, R1, L1, R1, R1

Faster Clock
◎, ◎, L1, □, L1, □, □, □, L1, △, ◎, △

Faster Gameplay
△, ↑, →, ↓, L2, L1, □

Flying Boats
R2, ◎, ↑, L1, →, R1, →, ↑, □, △

Lower Wanted Level
R1, R1, ◎, R2, ↑, ↓, ↑, ↓, ↑, ↓

Overcast
R2, ⊗, L1, L1, L2, L2, L2, □

Pedestrian Attack (cannot be turned off)
↓, ↑, ↑, ↑, ⊗, R2, R1, L2, L2

Pedestrian Riot (cannot be turned off)
↓, ←, ↑, ←, ⊗, R2, R1, L2, L1

Pedestrians have weapons
R2, R1, ⊗, △, ⊗, △, ↑, ↓

Perfect Handling
△, R1, R1, ←, R1, L1, R2, L1

Pink Traffic
◎, L1, ↓, L2, ←, ⊗, R1, L1, →, ◎

Raise Wanted Level
R1, R1, ◎, R2, →, ←, →, ←, →, ←

Slower Gameplay
△, ↑, →, ↓, □, R2, R1

Spawn a Rhino
◎, ◎, L1, ◎, ◎, ◎, L1, L2, R1, △, ◎, △

Spawn a Stretch
R2, ↑, L2, ←, ←, R1, L1, ◎, →

Spawn Bloodring Banger
↓, R1, ◎, L2, L2, ⊗, R1, L1, ←, ←

Spawn Caddy
◎, L1, ↑, R1, L2, ⊗, R1, L1, ◎, ⊗

Spawn Hotring Racer #1
R1, ◎, R2, →, L1, L2, ⊗ (2), □, R1

Spawn Hotring Racer #2
R2, L1, ◎, →, L1, R1, →, ↑, ◎, R2

Spawn Rancher
↑, →, →, L1, →, ↑, □, L2

Unlock Romero
↓, R2, ↓, R1, L2, ←, R1, L1, ←, →

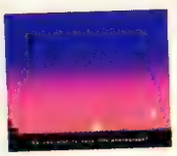
Unlock Trashmaster
◎, R1, ◎, R1, ←, ←, R1, L1, ◎, →

Weapons 1
R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ↑

Weapons 2
R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, ↓, ←

Weapons 3
R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, ↓, ↓

THIS MONTH'S HIGHLIGHTS...



There's a host of Easter Eggs and secrets – including this Rockstar-themed constellation (join the dots to form the 'R'). Where? Head to the southern most bridge on the left of Los Santos (in Flint County). The photographer marks the spot. Now look behind you in the fenced area to find a monster truck. Want more? Spot the same constellation (but much clearer) by finding the mother of all insane jumps on the north left tip of the desert (by the river) where you tackle the Interdiction mission. Want a chopper? Head to the northmost tip of the desert into the enclosed rocky bay. *More?* See OG Loc's FAQ Phone In on page 94 for hidden goodies and playing tips.

Check The Truth Is Out There on page 92, investigating San Andreas' darkest secrets and dissecting paranormal *GTA* stories from PSM2 readers worldwide. We can't thank everyone personally, but *chapeau* to the following folk: Brian and Barbara Tucker, Seth, Steven M. Gehl, Phillip Pryce, Rob Siebelink, Douglas Good, Mr Ivan Rivera, Simon Morris, Bob Down, John Milleker (USA), Richard Wilkin, Jonathan McLean, Liam Munro (big shout), Chris Pinhal, Jon Widergren, James Nolan, Pacifier, Liane, Sam Robinson, Jack Frost, Ryoko Demoncaller, Phil@blueyonder (Aran), Carl Owens and Bill Jackson. Plus a big shout to the guys at www.gta-sanandreas.com and www.gtagaming.com – good work fellas.

We should point you in the direction of The 27 Toughest Missions, but here's a picture of a Tommy Vercetti (from *Vice City*) doll hidden in Zero RC's shop in San Fierro. Oh, and don't forget to check out the Zombotech (a parody of the Umbrella corporation from *Resident Evil*) labatory in the SF Downtown district. Thanks again to everyone who took the time to send pictures – including that amusing, but slightly implausible, snap of Spiderman sat on a bench. No thanks, mind, to the scurrilous folk who kept sending identical pictures from various web forums and claiming it was their own. And a special mention to the bloke who claimed his CJ was abducted by aliens then woke up with a probe in his ass. True.

The smart gamers guide to...

THE 27 TOUGHEST MISSIONS

Gazumped by Green Goo? Baffled by Badlands? Our finely blended walkthrough decants patronising detritus and distills the finest *bon mots* in 27 measured sips.

1 SWEET'S GIRL (SWEET'S MISSIONS)

DIFFICULTY:

You've got time to do to *two* drive-bys – so run over your foes as you speed by – before the car explodes. If possible, ditch your smoking car by the parked gangster vehicle (then run for cover) to cause a chain reaction. Work slowly, ducking (with L3) and picking targets systematically as you pop above cover (there's a handy low wall on the steps side). Don't be misled – shoot *all* gangsters, even those in Grove St colours. Sweet is on the top floor and won't get hit in the crossfire.

Smart Tip: Grab a vest from the huge building in the Commerce district. Use cover. Work methodically.

2 ROBBING UNCLE SAM (RYDER)

DIFFICULTY:

Hike over the wall (press ⊡), shoot the guard and the switch on the gate. Approach the warehouse, quickly nail the guards and shoot the second switch. Work slowly with the forklift – align carefully so you don't nudge the pallets – and jump off *immediately* as Ryder gets attacked to help him out (even if you've only just sat down). The final pallets are outside on the left. Just take your time and protect Ryder.

Smart Tip: The cute trick is to leap the wall and ignore the first switch. Hit the warehouse as normal, shoot the second switch and carefully line up the pallets behind the truck. Then go back and shoot the front door switch. You only need to get out and help Ryder a few times because the pallets are so close to the van. Sneaky.

3 OG LOC (SMOKE)

DIFFICULTY:

Freddy uses the side lanes, so stay close and watch the radar. Don't obsess about shooting – you *can* kill him, but it's too fiddly – so just tail him. Don't

miss the right hand turn/dirt jump onto the freeway, or you're left with a tricky route below. Above all, don't panic – Freddy waits longer than expected. When he stops on the steps, just target him and plough in.

Quick Tip: Be patient and try not to bail – just keep close to the red dot on the radar. If you fail more than once, don't load and restart, but drive back to Smoke's house. You get the option to Trip Skip (tap D-pad right) – you'll miss out the dull driving sections and cut to the chase.

4 WRONG SIDE OF THE TRACKS (SMOKE)

Difficulty:

There are three trackside threats: the exploding car, the train by the first tunnel and the train after the overpass. Drive parallel with each gangster, and wider than you'd expect – or Smoke's shots hit the side of the train. Work methodically from back to front. When Smoke shouts 'take the high road', follow the dirt path on the right. Drop down and you'll land in front of the train – if you haven't nailed them by the last tunnel, it's mission failed.

Quick Tip: Either steal the PCJ 500 (much faster) from the parking garage in East Beach before the mission then park it where the Sanchez spawns, or leap off the high road onto the train and kill the Vagos in a drive by (tricky, and you need to floor it). Alternatively, accelerate like mad from the off, reach the bridge, get off the bike and wait for the train. Then hop on and shoot as normal.

5 HIGH STAKES, LOW RIDER (CESAR)

DIFFICULTY:

Your Low Rider choice is vital: Blade, Broadway, Remington, Savanna, Slamvan, Tornado or Voodoo. Go for a car with good handling, not speed. There's no substitute for practice, but *floor* the straights and take corners slower than you'd think. It's often wise to tail the lead car until the pier section, rather than rush ahead so you can approach the bends more clearly.

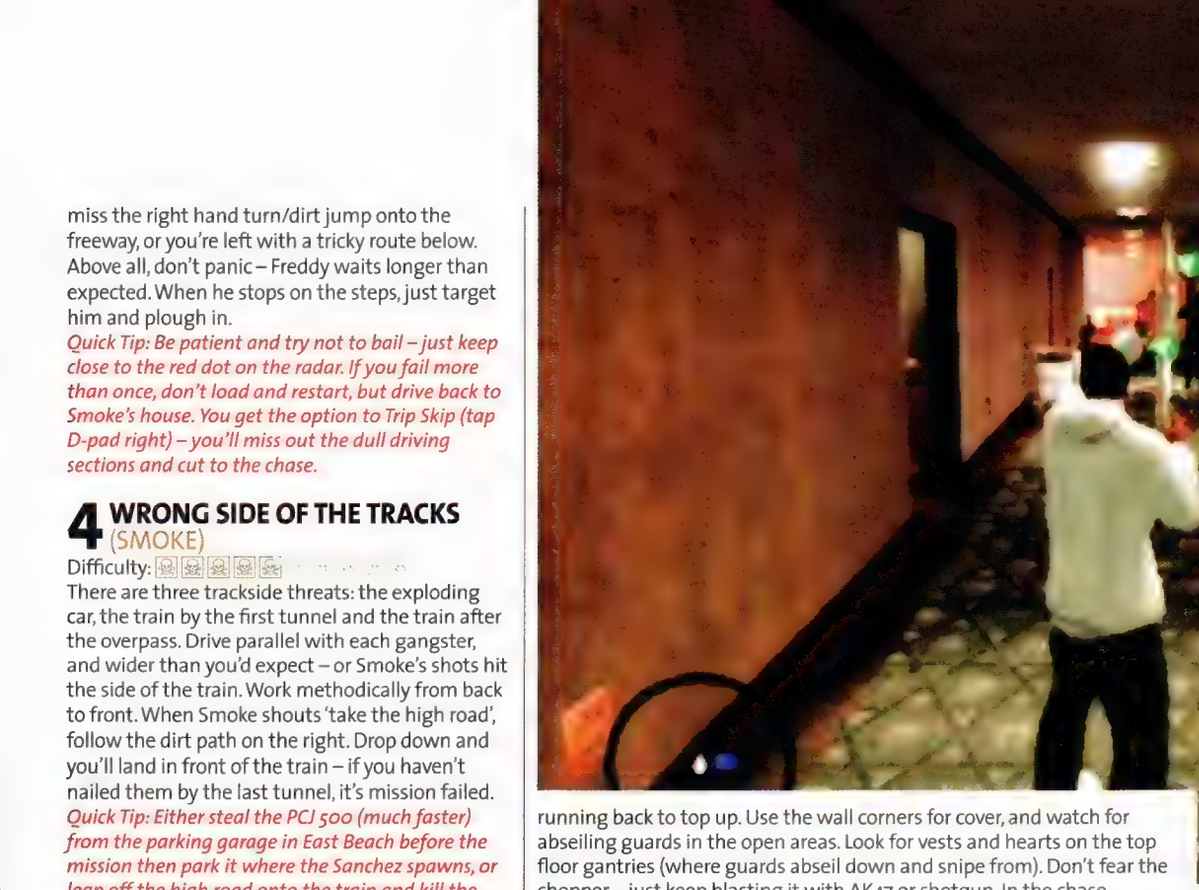
Quick Tip: The Blade and Savanna are top picks, but there are other Low Riders to be jacked near the mission marker if you haven't got one. If you're desperate, fit your car with a Nitro at the mod garage pre-race.

6 REUNITING THE FAMILIES (SWEET)

DIFFICULTY:

Tool up with SMG and AK47 (whichever you have highest rating for) plus a vest. Only kill the cops outside if you want extra cash and ammo – otherwise just sprint inside. Look out for the drinks machine (only $1), and keep running back to top up. Use the wall corners for cover, and watch for abseiling guards in the open areas. Look for vests and hearts on the top floor gantries (where guards abseil down and snipe from). Don't fear the chopper – just keep blasting it with AK47 or shotgun. In the chase section, focus on killing the gunmen first, then tyres and petrol tanks. If you're lucky, you'll cause a chain reaction.

Quick Tip: Sweet is indicated by the blue dot. It's all about targeting, so take the shooting lesson at Ammu Nation beforehand.



7 THE GREEN SABRE (SWEET)

DIFFICULTY:

You need to get to Sweet ASAP, so plan your route on the map (press Pause) before you set off. When the shooting kicks off, target methodically and hold your ground. Aim for rival cars' petrol tanks and use the AK47 for maximum distance. Don't go running around chasing foes or you'll get iced.

Quick Tip: If you're having problems locking on, don't just hold L1 and tap L2/R2, but align carefully with the camera (right analogue) and tap L1 for each independent target.

8 BADLANDS (TENPENNY)

DIFFICULTY:

Buy armour and *plentiful* SMG ammo from Ammu Nation (plus a silenced pistol, if possible). The best tactic is to approach the cabin from behind. If all goes well, you can stealth kill the feds, then stroll into the cabin, kill the witness and photograph him. Alternatively, wait and shoot him as he flees. If he gets in the car, keep doing drive-bys until he gets out and you can pick him off. If you blow up the car, you can still take a photo of his burning body.

Quick Tip: A stealthy approach from the rear of the cabin is wise, and if you can't afford an SMG from Ammu Nation, grab the Tec-9 from behind the eastern-most home in the trailer park.

9 BODY HARVEST (THE TRUTH)

DIFFICULTY:

The trick is to approach from the *back* of the farm, break the fence and run to the harvester. If you *must* approach from the front, use a sawn-off shotgun and work *very* slowly picking off targets one by one. Beware – they'll emerge from behind barns and deep grass (so stick to the right by the hay bales), and deal swiftly with the cart drivers. Once in the machine, you can thresh foes into red porridge, but try not to take damage. Play it *very* safe on the way home, and follow the main roads – no cross-country stuff.

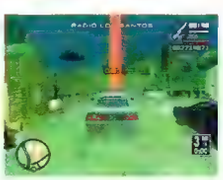
Quick Tip: You can bypass the fight by driving around the right hand fence by the mission marker.

10 WU ZI MU (CESAR)

DIFFICULTY:

The trick is to use a superior car (jack it beforehand) – not the default vehicle – like a Rancher (an SUV for off-road power), Buffalo (for road speed) or Linerunner (so you can smash cars into the river). The key is to go steady, avoid blind leaps and don't cut corners unless you're well behind – one bump can flip the car and end the race. Don't be afraid to pause the game and check the route on the map, either.

Quick Tip: Slow (relatively) and steady is the key. Hit the straights hard and don't rush into bends – there's nothing worse than missing a 90° turn and having to reverse.



11 FAREWELL MY LOVE (CESAR)

DIFFICULTY:

It's the Wu Zi Mu course in reverse – but much harder. Get a healthy lead at the start and ease off when the course gets twisty. Don't be tempted by small off road short cuts – they usually hide potentially lethal jumps or ditches. Another tactic is to race up to bridges, and block the path horizontally with your truck, causing your rivals to crash and spill out.

Quick Tip: In all honesty, sit close to the TV and don't get distracted. This is all about practice, reflexes and focus – you'll be very lucky to do it first go.

12 THE DA NANG THANG (WU ZI)

DIFFICULTY:

Shoot as many guards as possible on the fly by, but you can't avoid the crash. Stealth kill the first guard, get the shotgun, but try to *stealth* kill the three guards on the top container. From here, it's a case of methodical L2/R2 repeat targeting, trying to stay on the move (not crouching) since some guards have grenades. Drop down, watch the cutscene and before you start shooting climb the boxes on the right for armour and a weapon. Advance swiftly forward, carefully targeting in your direction of movement. Shoot the padlocks (use manual aim) and retrace your steps up to the cabin (see dot on radar). You can fight Snakehead, but shoot him in the face for minimal risk.

Quick Tip: Keep moving, target ruthlessly and avoid big drops to the storage levels below.

13 OUTRIDER (SYNDICATE)

DIFFICULTY:

Speed is crucial. *Scream* to the first roadblock, and park as close as possible to save time once you've cleared the area and need to get back on the bike. Unless you're *very* confident with the Sniper Rifle, pick up the Rocket Launcher at the Xoomer station – since two or three well placed shots (at fuel tanks or the base of the cars) can cause a chain reaction. When you've cleared the immediate threat, pick off the snipers (hiding in the building windows) with Tec-9, SMG or AK47 fire – but don't stand too close or you can't get the angle. The key is a flying start and nailing the snipers methodically. After the fourth roadblock, you'll get a three star wanted level, so race to the Save Point to clear your name.

Quick Tip: Watch for the second roadblock – there are two snipers on the freeway overpass to the left who can decimate your energy.

14 TORENO'S LAST FLIGHT (SYNDICATE)

DIFFICULTY:

The trick is to approach the helipad from the *back* – you only get the Wanted stars if you shoot the security guards on the front entrance. Blast your way up the gantry and target the two guards on the helipad. When Toreno escapes, leg it towards the bike and *try* to avoid killing the guards. Trail the chopper to the freeway ramp. You've got two options: speed ahead of the chopper, then stop and try to shoot it down on the fly (always shoot slightly ahead of its flight path since the rockets are slow). Or trail the chopper and wait for it to hover above the freeway at key junctures – one mid-freeway, another as the road veers into the country and finally as it's almost out of sight – then let fly with a flurry or rockets. Try not to panic – you only need one direct hit.

Quick Tip: Before you approach the helipad, head out to a vantage point on the west and snipe all the guards. Easy.

15 YAY KA BOOM BOOM (SYNDICATE)

DIFFICULTY:

Buy an AK47 from Ammu Nation. Pick up the bomb car. Head to the factory gates and do a drive by on

the two guards. Gangsters will flood out, but run them over and head to the blip. Ignore the guards. Park the car. You've got 40 seconds to get out, but can do it in ten. The compound shoot-out is trickier. Use the AK47 to headshot the guards, using cover and moving swiftly. When the gate closes, jump in the Voodoo and retrace your path to the back of the yard. Turn around and *floor it* towards the collapsed roof that forms a perfect ramp. You'll fly over the wall and escape.

Quick Tip: Either pick off guards methodically or leg it – indecision is the only killer, particularly as you flee the bomb.

16 FLIGHT SCHOOL (TORENO)

DIFFICULTY:

Quick Tip: This is hard. The plane physics are completely unique, so – sadly – only tiresome practice yields their subtleties. Above all: don't panic. Use subtle, smooth, movements and always plan ahead – you can't handbrake in a jet. A slow, deliberate path is the best way to hit your targets.

CIRCLE AIRSTRIP

This is a bitch. The choice of anti/clockwise is vital, so go with what feels natural. Take off. Don't forget to retract landing gear (R3). Using subtle analogue taps (or holding very gently in a downward diagonal direction) seems to work, with rudders reserved for last minute adjustments. Try to visualise the path as a complete loop and hold a smooth angle that carries you round in a neat circle. The angle you approach a hoop dramatically affects your chances of hitting the next. Feather the ⊗ button to maintain speed – it's not a mad race against time.

CIRCLE AIRSTRIP AND LAND

Hard as before, but you need to hit the last hoop perfectly to ensure a good landing approach. Expect to fail, say, five times at least and *breathe*. Honestly, that's the best advice we can offer.

DESTROY TARGETS

You've got infinite ammo, so really let rip – your biggest enemy is time. Angle the nose toward (and slightly in front of the trucks) and don't fly *too* fast. Use rockets liberally. The moving cars aren't too bad if you get in close and take some risks. Don't forget – you need to land the chopper to succeed.

LOOP THE LOOP

This seems impossible at first, but you *will* get there. A big tip is to switch to the internal camera (with SELECT) so you can see *exactly* when you hit the corona. Dip the plane slightly down as you start. As you hit the corona, pull directly down (hard) and keep accelerating the engines or you'll stall. As you break the 270° barrier, ease off the direction/gas and try to level up.

BARREL ROLL

Similar to the loop, but push hard left. Once again, ease off as you're three-quarters of the way round and try to bully yourself through the corona. The biggest mistake is *slightly* nudging the stick in a diagonal as you roll.

17 N.O.E. (TORENO)

DIFFICULTY:

Like the 'Circle and Land' flying lesson but with a harsh visibility meter. Use the radar to plan your route, and start by heading out from the canyon into the bay. Fly under the bridges to stay below the detection height. If you get caught, you can dodge the hydras by flying *very* low – but it's best to restart. Do a U-turn after the drop point and land anywhere on the strip to succeed.

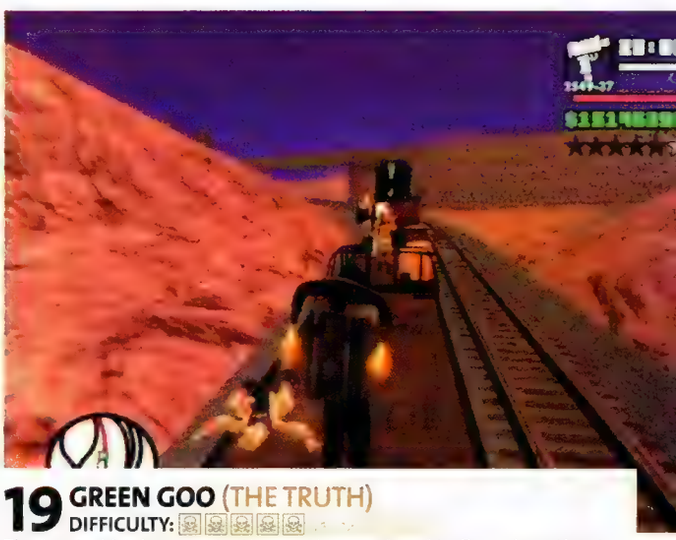
Quick Tip: Avoid the ringed no-fly area to the left of Las Venturas – it's above Area 69 and triggers a Five Star wanted level. The best way to stay undetected is to use waterways, canyons and dive under bridges.

18 BLACK PROJECT (THE TRUTH)

DIFFICULTY:

Like most missions, stealth isn't *essential* – but preferable. If you linger in the spotlights too long, or shoot more than two guards, you'll get spotted and have to enter through an air vent, not the blast doors. In the outside section, start by using heat vision and slowly picking targets with the Sniper Rifle. Use the guard tower for the best vantage point, and stealth kill any patrolling guards on the way up. Once inside, use the AK47 and find the room with the big green radar to disable the SAM sites (step in the circle marker) – useful later. Get to the lab, take the keycard and head to the secret area. You need to slowly fight your way down a spiral staircase to claim your prize (use the AK47). Fly out of there to escape.

Quick Tip: Sod stealth – you can run into the compound and take everyone on with an AK47.



19 GREEN GOO (THE TRUTH)

DIFFICULTY:

The hardest bit is co-ordination – using one hand to fly and another to target. Land at the back of the train and target the boxes (with green markers). The prize you want is always in the third box.

Quick Tip: Make sure you've got at least Gangster rating with the SMG'S before starting the mission. Don't forget to hover (using L2 and R2) to aid your targeting.

20 DAM AND BLAST (WU ZI)

DIFFICULTY:

Once in the plane, gain altitude fast and head toward the radar blip. You'll probably miss it first go, so look to see whether the radar triangle is pointing down (target is below) or up (above) and take another pass. Hit the corona and press Ⓐ to skydive. You've 20 seconds or so to freefall, but open the 'chute early and slowly guide yourself to the red marker. If you hit the water, just swim to the platform. Stealth your way into the building (get the knife) and plant satchel charges on each generator. Watch the guards' patrol pattern (remember: a blue radar dot means you're hidden) and *try* to crouch and hide – or go AK47 mental. Leave via the red marker at the end of the platform, and enjoy the surprise...

Quick Tip: Make sure you've completed Flying School before attempting this mission – it boosts your pilot stats.

21 COP WHEELS (WU ZI)

DIFFICULTY:

You need to steal the bikes in the right order – leave the bike in the North East until last since it's parked. The packer truck constantly circles the freeway (the huge loop outside the city), so don't be afraid to pause the map after each steal so you can plan the quickest route (e.g. if the truck's far away, drive in the opposite direction so you catch it as it moves towards you on the loop, rather than just chasing it). Steal the moving bikes by ramming the drivers off at junctions, but be careful not to shoot and accidentally blow them up.

Quick Tip: Stay focused on the freeway, because traffic pile-ups can occur without warning.

22 UP, UP AND AWAY (WU ZI)

DIFFICULTY:

There are a number of approaches: steal a military vehicle like the Patriot (usually parked in the LV Burger lot) and drive in stealthily, or approach the gates and wait for a military car to leave and speed in (with any vehicle). A full armour and ammo stash is essential. If you enter the front gates, use the AK47 from range and watch the ducking snipers from above – then dash into the open warehouse on the left of the gate. You need to kill about eight guards in the boxed area before climbing the steps to the chopper. Use the gun emplacement to nail the enemy choppers. When you board the cargo chopper, head to the blue radar blip and winch up the bank van (lower the cable to max extension using the right analogue, then pull it tight when you've retrieved the van to minimise swing damage). Fly slowly to the airstrip, and don't rush the drop.

Quick Tip: Go to the airfield and nab the jet pack, then fly behind the airbase (along the north coast to avoid radar) and nip in stealthily to land directly next to the chopper – avoiding conflict at the front gates. Then man the emplacement to kill the gunships and activate the chopper entry marker. Alternatively, take the sea chopper from the north most beach in the Desert, then take the same route, taking care not to fly too high and get shot by rockets. You can park at the rear and snipe guards on the gantry. Look out for vests and extra health in the warehouse.

23 HIGH NOON (WU ZI)

DIFFICULTY:

You can't kill Pulaski until he reaches the village, but you can shoot his tyres with a few well-aimed sniper shots as he sprints to his car. Just trail him until he reaches town, taking care not to overshoot bends or tumble down the cliffs – just stay close. In town, use drive-bys, and the PIT manoeuvre (from driving school) to nudge the back of Pulaski's car and spill him 180° – be ultra aggressive. If time runs low, jump out and try to hit him with the rocket launcher.

Quick Tip: Make sure you've got loads of SMG/Tec-9 ammo before the mission so you can go drive by mental – try and force him into a tight corner in the village but watch out if his car starts smoking in case the explosion takes you out.

24 A HOME IN THE HILLS (MANSION)

DIFFICULTY:

Drop the parachute straight away or you'll miss the landing platform (hold back to slow down). From the second (elevated) rooftop platform (with the H), fix the camera so it faces the lower level and prepare for a *lot* of AK47 shooting. Up to 30 guards pour up the steps and over walls, so keep tapping L2/R2 to protect your men. Nab the armour on the right before sprinting down the steps, round the bend and go through the yellow marker. AK the goons in the bush, then hit the corridor. Your men clear the side rooms methodically, so stand your ground until they've given you the thumbs up and lay down suppressing fire directly up (and down) the corridor – then advance one set of rooms forward and repeat. Look for vests in the empty side rooms if you lose energy. Edge down the steps and target ruthlessly until you see Big Poppa. Sprint after him while AK47 targeting against surprise attacks. He leaves the house and jumps in a car. Just trail him carefully, ramming his rear bumper, using PIT techniques and drive bys. When his car croaks, head back to the mansion to save.

Quick Tip: Don't pick up vests, or health until the last minute – you'll take a lot of damage, so maximise resources. AK47 headshots are instant kills, so don't be afraid to get close.

25 BEAT DOWN ON B DUP (GROVE ST)

DIFFICULTY:

It's a straight gang war, but you need to protect Sweet at all costs. When you've survived three waves, focus on the house with tight AK47 sweeps. Head to the marker.

Quick Tip: A good tip for all gang wars – vital in the game's final section – is to set up camp in a narrow area (like a corridor) so enemies can only attack from two sides, behind cover or from a raised vantage point. When the riots start, you can usually find vests and health between gang attack waves if you run up the street.

26 CUT THROAT BUSINESS (MANSION)

DIFFICULTY:

When you've found OG Loc, prepare for a Wacky Races style chase involving various vehicles. The key is to focus intently, avoid risks and slow down at tight bends – to avoid OG Loc taking a surprise 90° turn and losing you completely. Just tail him – don't feel the need to rush ahead.

Quick Tip: You can't catch OG Loc, so just play safe and stay reasonably close.

27 END OF THE LINE (RIOT)

DIFFICULTY:

It's all about the AK. Go to Ammu Nation and get tooled right up first. From the marker, run down behind the houses (and vault the fences) so you appear behind the blue radar blip – then leg it and jack the SWAT van (a frontal assault is suicidal). Smash through the roadblock and drive through Smoke's hideout wall – don't mess around, just run over the guards and enter the yellow marker. You've got to climb four floors – alternating between thin corridors (with a few surprise attacks) and hugely populated open spaces. Look behind the internal wall (or mini office) at the top of each floor's stairs for a vest or AK47. On level one, crouch and push the swing doors, then use cover (the boxes) and methodical targeting to clear the warehouse. Watch for guards hiding behind the pillars (it's AK47 time). Second floor: watch for the sneaky guard at the top of the stairs. Enter the factory, target methodically (watch for explosive barrels) and advance slowly. Don't miss the health in the computer corridor after the stairs. Floor three: no open spaces, just a series of oak panelled corridors and shock attacks, so keep targeting. You finally reach Smoke – don't worry too much about the thermal goggles, just blast into him with the sawn off shotgun for max damage. When he croaks, the building sets alight. The next section is *hard* – you've got seven minutes to escape (by retracing your steps), fighting guards and extinguishing fires. Don't delay in open spaces – AK47 target foes as you run. When fire blocks your path, remove the goggles and squirt at the base to douse the flames. Shoot through the fence to kill the guards on the factory floor below. Repeat the goggles/extinguisher/shoot process until you reach the ground floor (know how many taps of L2/R2 it takes to cycle between weapons as time is tight). Don't relax – the final corridor is packed with guards. If all else fails (and you've got the energy), just sprint *through* the fires and past guards – time is the real killer. Once outside, Tenpenny gets in a fire truck. The final chase is demanding. Ignore the firebombs (they can't hurt you) and focus on shaking off the police escort. When the cop stamps on Sweet's hands, drive close underneath so he can fall to safety. Sweet takes the wheel and you act as gunner – you can't harm the truck so focus on enemy fire (like cars and bikes). The chase winds from LS Forum, into Ganton and Willowfield before Tenpenny loses it and crashes out. You've done it!

Quick Tip: If you complete all the Fire Truck side missions, CJ becomes fireproof (vital during the escape section) so they're well worth going for. You need a Hitman AK47 rating, and if you get lost during the fire, don't panic – pause the game and plan your route.

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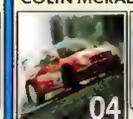

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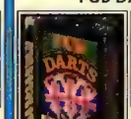

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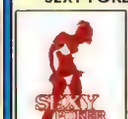

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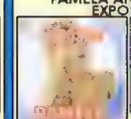
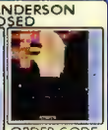
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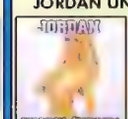
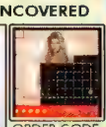
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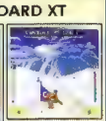
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ORDER CODE **MGU352 WORMS**

Creepy crawly warfare comes to your mobile. Can you lead your squad of armed annelids to victory

SHARK HUNT

ORDER CODE **MGU352 SHARK**

Hunt the five deadliest sharks on the planet. Select your bait, wait for a bite and then fight to reel it in

VANS SKATE & SLAM FEAT. GEOFF ROWLEY

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Prove your mettle and earn respect as Geoff Rowley, star of team Vans. Relive his incredible rise to fame!

SIBERIAN STRIKE™

ORDER CODE **MGU352 SIB**

Get in the cockpit and place your hand firmly on the joystick, as you aim to rule the skies.

BLOCK BREAKER DELUXE

ORDER CODE **MGU352 BLOCK**

Destroy all the blocks through 30 levels of intense arcade action. Loads of features.

TOM CLANCY'S® SPLINTER CELL PANDORA TOMORROW

ORDER CODE **MGU352 PAN**

A terrorist threat is looming over the world, so once again Sam Fisher is sent to do what no one else can!

TOM CLANCY'S® SPLINTER CELL

ORDER CODE **MGU352 SCELL**

As Sam Fisher, you'll have to use all your skill to take down the terrorists, just don't get caught

PRINCE OF PERSIA: SANDS OF TIME

ORDER CODE **MGU352 SANDS**

Control the movement of time and save the day in this update of the classic platform adventure

PRINCE OF PERSIA® HAREM ADVENTURES

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The classic platformer comes to your mobile. Battle your way past deadly traps and fiendish puzzles.

WWE™ MOBILE MADNESS: HARDCORE

ORDER CODE **MGU352 HARD**

Step in the ring with your favourite WWE superstars and prepare to lay the smack down!

ANNO 1503

ORDER CODE **MGU352 ANNO**

Enter the world of strategy hit Anno 1503. As pirate or explorer embark on the adventure of your life

ATARI® ASTEROIDS®

ORDER CODE **MGU352 ASTER**

Supremely addictive retro action Blast the rocks from your path with your triangular spaceship.

RED FACTION

ORDER CODE **MGU352 RED**

The revolution is coming! Arm yourself by stealing weapons then help bring down Ulfor Corporation.

CALL OF DUTY

ORDER CODE **MGU352 COD**

Make your country proud by killing the enemy menace, in this exciting World War II game.

CONFLICT VIETNAM

ORDER CODE **MGU352 VIETNAM**

You must guide four US soldiers, cut off from their unit during the 1968 Tet Offensive back to friendly lines

RAYMAN® BOWLING

ORDER CODE **MGU352 RAYB**

Rayman swaps Lums for Pins, as he looks to make a strike. Can you 'spare' him a hand?

RAYMAN® 3

ORDER CODE **MGU352 RAY3**

Stop the hoodlums from causing too much havoc in Rayman's latest adventure.

MIGHT & MAGIC

ORDER CODE **MGU352 MAGIC**

For centuries, Erathia has been laid waste by a demonic war. You must fight the demon armies in this RPG.

TRIVIAL PURSUIT

ORDER CODE **MGU352 TP**

Trivial Pursuit™ Mobile Edition – The world's most popular trivia game comes to mobile.

ALIENS™ UNLEASHED

ORDER CODE **MGU352 ALIENS**

While training against synthetic ALIENS, the synths malfunction, and your fight to stay alive begins!

PREDATOR

ORDER CODE **MGU352 PRED**

You are a high ranking Predator and have the honour of being the first Predator sent to hunt the humans!

THE DAY AFTER TOMORROW

ORDER CODE **MGU352 TOM**

You're in Central Park, right in the middle of the climactic havoc. Try to survive until rescue teams arrive!

VAN HELSING™

ORDER CODE **MGU352 VAN**

Van Helsing is sent on a mission in which he discovers the truth about himself, his past, and his fate.!

THE X-FILES: THE LIONS DEN

ORDER CODE **MGU352 XFILES**

You must investigate strange deaths at the top secret InVitrox Corp. and find proof of horrible experiments.

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Explore treasure filled dungeons where magic and monsters abound and fantastic adventure awaits.

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Text **MGU352 DRIVER 6600** to **81822**

This message will be charged at your standard rate. You will then receive two billing messages and a service/browser message with the link to your game

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SECRETS–MAPPED

Graffiti tags? Horseshoes? Photo Opps? The B%$!@&D Oysters? Find those nefarious secret object locations using our at-a-glance State maps.

San Fierro

KEY — SAN FIERRO
- PHOTO OPS
- OYSTERS

The Desert

KEY — THE DESERT
- OYSTERS

Las Venturas

KEY — LAS VENTURAS
- HORSESHOES
- OYSTERS

Badlands

KEY — BADLANDS
- OYSTERS

THE TRUTH IS OUT THERE!

Think you've seen it all? San Fierro stoner The Truth dissects the mysteries of San Andreas – and *your* photos – for cold hard fact.

BIGFOOT

RUMOUR#1

BIGFOOT

The Evidence:

FOR:

"In CJ's mom's house, look at the picture above the TV using your camera," explains Dan Kennedy of Co. Kildare. "Zoom in and you'll see Bigfoot (with glowing yellow eyes) standing in the bushes." Mick, via email, adds: "I took this picture (right) by the horseshoe rocks in Back-O-Beyond. At first, I thought it was a pedestrian but the texture was different. I used all my M16 ammo but he got away." The majority of your Bigfoot sightings took place in the Panopticon area north-west of Los Santos.

AGAINST:

Most readers admitted they'd never seen Bigfoot, even after days of searching in the countryside. The reason, explains Xeroer via email, is that, "Bigfoot does NOT exist. I know this because I 'hack' games on PC and PS2. I've explored the San Andreas DVD extensively and can find no reference in the code." Leading GTA website www.gta-sanandreas.com confirms his findings. "Bigfoot doesn't exist," they say. "Psy and others have scanned the hex data and found no reference."

THE TRUTH RECKONS...

"Dude, *seriously*, it's hard to argue with those code monkeys. The photos we've received look doctored (it's *slightly* odd that six people would send us the same picture, from the same angle, on the same TV, with the same red ink, resembling the *same* press shot, and claim to have taken the picture themselves, but...) and there's no video evidence. The photo in CJ's mom's house is real, but that's it. Unless someone proves otherwise...'

VERDICT: UNLIKELY

FLYING SAUCERS

RUMOUR#2

UFOs

The Evidence:

FOR:

"I've seen speeding lights in the sky," writes FuryFrenzy06 via email. "It was in the middle of the Northern Bridge between Los Santos and San Fierro." Darran Albert adds: "I was flying over Los Santos and this ball of white light with a white tail shot past me really fast. I gave chase but it was too fast to catch." In terms of hard evidence, Area 69 (a parody of Area 51) is located in the middle of the SA desert, while the Lil' Probe Inn contains photos of UFOs in the back room. PSM2 Staff Writer Andy Kelly also claims to have seen flashing lights, but his description of a "giant, shimmering, ball of yellow" sounds eerily like a well known hot object that provides heat and light to the entire solar system.

AGAINST:

"The UFOs are supposed to be plane lights in the distance," explains www.gta-sanandreas.com. "They were in *Vice City*, but these ones go faster". While we *have* seen lights, there's no discernible UFO shape and no one has ever caught one on camera.

THE TRUTH RECKONS...

"The lights are real, but the UFOs – as hard objects – don't exist. At least, that's what *they* want you to think. Perhaps."

VERDICT: EXAGGERATED

ONSTER

DRIVERLESS CARS

RUMOUR#3

GHOST CARS

The Evidence:

FOR:

We had several letters talking about driverless cars chasing them though the countryside, including this odd tale from CCPD (we doubt it's his real name). "I was up at the Panopticon,' he recalls,'and found a blue Glendale with what looks like claw or chainsaw marks on it (from Bigfoot or Leatherface?) It has the same health as a normal Glendale, but the scratches can't be removed, even if you visit a Pay 'n' Spray. After examining it for a minute, I heard trees breaking and another red Glendale (with no driver) came crashing down the hill." The Glendale is a replica of the demonic car used in classic Stephen King horror movie Christine.

AGAINST:

The cars exist – we've seen them – but whether the driverless rampages are intentional or just the result of a car being 'spawned' at the top of a hill and succumbing to gravity physics is open to debate.

THE TRUTH RECKONS...

"It's like, real, dude."

VERDICT: REAL

PSYCHO HILL BILLIES

RUMOUR#4

LEATHERFACE

The Evidence:

FOR:

Is the mystery figure Bigfoot? Leatherface? Or *Piggsy* (the inbred mentalist from *Manhunt*)? The evidence points to the latter. "Leatherface they're not, but backward inbred psychopaths, most definitely," suggests a forum regular from www.gta-sanandreas.com. "I was at the Panopticon when I heard somebody mumbling behind me. I distinctly heard the word 'Piggy'. As soon as I took the picture (below), he began to creep toward me. When I targeted him, the chainsaw appeared in his hands... he hit me once and I went down." At a later visit to the farm, the same forumite remarks, "I was standing in the shack when I heard the voice again. He was yelling, 'I'm going to get you piggy!' As soon as I switched to my pistol, out came the saw..."

Tye, via email, colludes, "The Panopticon was a type of prison used in the past. It was circular in shape and there was a spotlight in the middle that shone on prisoners 24 hours a day... so would it be safe to assume that Piggsy (a prisoner) would be lingering near here?"

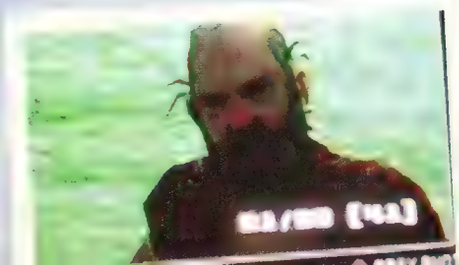
AGAINST:

Nobody's sure if the mystery figure is Piggsy or Leatherface (if either), but we don't know for *definite* that chainsaw-wielding inbred hicks don't roam the fields.

THE TRUTH RECKONS...

"Woah, those shots are, like, real. And the face looks kinda weird round the eyes – like a flesh mask. But it could just be a standard hick photographed out of focus. The jury's out..."

VERDICT: UNPROVEN



WE WANT YOUR GTA DISCOVERIES.

See page 106 for details.

CJ INVESTIGATES

OG sends San Andreas' meanest gangster on the ultimate hunt for Bigfoot – dead or alive – with unusually surprising/depressing results.

'Sup Homes. I'm CJ - and ready to diss that paranoid shizzle.
... but CJ finds paranormal proof in his very own home!
Yegads! A blob in the bottom left corner - look at it's, er, eyes.
I'm questin' for the truth brother - let's catch me a Bigfoot.
CJ speeds off in his 4X4 Rancher to get equipped...
Binco have an inexplicably good line in hunting clothes.
Later.
So tell me more about these 'bullets' of which you speak?
Fully tooled up, CJ heads cross country to the Panopticon
Bigfoot-ise THIS! <click> Oh, arse...
Two steps forward, and one step bac... HOLY SHIT! CLIFF!
Er, RAC? Yes, that's the Back O' Beyond... repeat: Back...O'...
Shat my hat! I've stumbled upon a beaten up Glendale.
Look at the licence plate... it clearly proves, er, well... sod all
CJ finds a bike and explores further...
H to the shit-my-pantso! Now the car has turned red.
Hmm, a chainsaw but no leather-browed or hairy men.
Suitably unconvinced, CJ heads back to the bright city lights.
They're pulling my todge - I didn't see sweet fadge all.
Holy shoot wigger! I'm having my ass sniped clean off. Remember kids: Don't believe the hype. And, er, DUCK!
CJ runs into a spot of traffic on the way home...

grand theft ...Love

Looking for love? Humping first dates? OG's love guide will help you woo *every* eligible lady in San Andreas. Yes, all six of them.

How to get with...

DENICE ROBINSON

LIVES... near the Grove in Los Santos. (You meet her during the Burning Desire mission.)
LIKES... pizza, burgers, sleazy bars, down-bys.
HATES... posh wankers.
IS HOME BETWEEN... 18.00 – 08.00
SEDUCING HER 100% UNLOCKS... a gang call.

BARBARA SCHTERNVART

LIVES... in the desert at El Quebrados in the police station parking lot.
LIKES... fat men, donuts.
HATES... bad asses.
IS HOME BETWEEN... 18.00 – 08.00
SEDUCING HER 100% UNLOCKS... a police outfit. And you keep your weapons if you get busted while dating her.

HELENA WANKSTEIN

LIVES... on a roof next to the Ammu Nation in Blueberry where she practices shooting.
LIKES... skinny guys with a bit of muscle, the Redsandsdistrict.
HATES... fat men in sports gear.
IS HOME BETWEEN... 08.00 – 12.00 and 14.00 – 20.00
SEDUCING HER 100% UNLOCKS... an overalls outfit. Plus you get free weapons (flamethrower, grenades, chainsaw, molotovs) outside her house while dating her.

KATIE ZHAN

LIVES... in the hillside park between the Cobra Dojo and the country club where she practices martial arts.
LIKES... big and muscly men, aliens.
HATES... skinny runts.
IS HOME BETWEEN... 12.00 to 20.00
SEDUCING HER 100% UNLOCKS... a medical outfit. Plus she'll get you out of hospital for free while you date her (and you get to keep your weapons).

MICHELLE CANNES

LIVES... at the driving school in San Fierro.
LIKES... men with about 50% fat and high sex appeal, liars.
HATES... extremity, poor driving.
IS HOME BETWEEN... open all hours.
SEDUCING HER 100% UNLOCKS... a racing outfit. Plus you can get your car fixed for free at her garage while you date her.

MILLIE PERKINS

LIVES... in Pringle Pine above Las Venturas, but you meet her in a mission.
LIKES... courtesy, fine restaurants, dildos.
HATES... crappy burger bars.
IS HOME BETWEEN... 02.00 – 10.00 and 14.00 – 18.00
SEDUCING HER 100% UNLOCKS... a gang call.

100% CHECKLIST

Finished story mode? Wondering what to do next? Here's every secret, side mission and task you'll need to claim that elusive 100% completion

STORY MODE

Los Santos

- ❑ In The Beginning
- ❑ OG Loc
- ❑ Big Smoke
- ❑ Running Dog
- ❑ Ryder
- ❑ Wrong Side of the Tracks
- ❑ Tagging Up Turf
- ❑ Just Business
- ❑ Cleaning The Hood
- ❑ Life's a Beach
- ❑ Drive-Thru
- ❑ Madd Dogg's Rhymes
- ❑ Nines and AKs
- ❑ Management Issues
- ❑ Drive-By
- ❑ House Party
- ❑ Sweet's Girl
- ❑ Burning Desire
- ❑ Cesar Vialpando
- ❑ Gray Imports
- ❑ High Stakes, Low Rider
- ❑ Doberman
- ❑ Home Invasion
- ❑ Los Sepulcros
- ❑ Catalyst
- ❑ Reuniting the Families
- ❑ Robbing Uncle Sam
- ❑ Green Sabre

Badlands

- ❑ Badlands
- ❑ Gone Courting
- ❑ First Date
- ❑ Local Liquor Store
- ❑ Catalina: Tanker Commander
- ❑ Made in Heaven
- ❑ Body Harvest
- ❑ Small Town Bank
- ❑ King In Exile
- ❑ Wu Zi Mu
- ❑ First Base
- ❑ Farewell My Love
- ❑ Against All Odds
- ❑ Are You Going to San Fierro?

San Fierro

- ❑ Big Smoke's Cash
- ❑ Pier 69
- ❑ Yay Courier
- ❑ Toreno's Last Flight
- ❑ Wear Flowers in Your Hair
- ❑ Yay Ka-Boom-Boom
- ❑ 555 WE TIP
- ❑ Air Raid
- ❑ Deconstruction
- ❑ Supply Lines
- ❑ Photo Opportunity
- ❑ New Model Army
- ❑ Jizzy
- ❑ Mountain Cloud Boys
- ❑ T-Bone Mendez
- ❑ Ran Fa Li
- ❑ Mike Toreno
- ❑ Lure
- ❑ Outrider
- ❑ Amphibious Assault
- ❑ Snail Trail
- ❑ The Da Nang Thang
- ❑ Ice Cold Killa

Desert

- ❑ Monster
- ❑ Black Project
- ❑ Highjack
- ❑ Green Goo
- ❑ Interdiction
- ❑ Zeroing In
- ❑ Verdant Meadows
- ❑ Test Drive
- ❑ Learning To Fly
- ❑ Customs Fast Track
- ❑ N.O.E.
- ❑ Puncture Wounds
- ❑ Stowaway

Las Venturas

- ❑ Fender Ketchup
- ❑ Freefall
- ❑ Explosive Situation
- ❑ High Noon
- ❑ You've Had Your Chips
- ❑ Saint Mark's Bistro
- ❑ Don Peyote
- ❑ Architectural Espionage
- ❑ Intensive Care
- ❑ Key to Her Heart
- ❑ Misappropriation
- ❑ Dam and Blast
- ❑ The Meat Business
- ❑ Cop Wheels
- ❑ Fish in a Barrel (Scene)
- ❑ Up, Up and Away!
- ❑ Breaking the Bank at Caligula's
- ❑ Madd Dogg

Los Santos (Part II)

- ❑ A Home in the Hills
- ❑ Grove 4 Life
- ❑ Vertical Bird
- ❑ Riot
- ❑ Home Coming
- ❑ Los Desperados
- ❑ Cut Throat Business
- ❑ End of the Line
- ❑ Beat Down on B-Dup

Collection Items

- ❑ San Andreas Oysters (50)
- ❑ San Fierro Photo Ops (50)
- ❑ Los Santos Tags (100)
- ❑ Las Venturas Horseshoes (50)

Quarry Missions

- ❑ Mission 1
- ❑ Mission 2
- ❑ Mission 3
- ❑ Mission 4
- ❑ Mission 5
- ❑ Mission 6
- ❑ Mission 7

Courier

- ❑ Los Santos
- ❑ San Fierro
- ❑ Las Venturas

Import Export Garage

- ❑ First Set
- ❑ Second Set
- ❑ Third Set

Trucking Missions

- ❑ Mission 1
- ❑ Mission 2
- ❑ Mission 3
- ❑ Mission 4
- ❑ Mission 5
- ❑ Mission 6
- ❑ Mission 7

R3 Missions

- ❑ Level 12 Firefighter
- ❑ Level 2 Freight Train
- ❑ Level 12 Paramedic
- ❑ 50 Taxi Fares
- ❑ Level 12 Vigilante
- ❑ $10,000 Burglary
- ❑ Level 10 Pimping

Stadium Events

- ❑ 8 Track
- ❑ Dirt Track
- ❑ Valet Parking
- ❑ Blood Bowl
- ❑ Kickstart

Race Tournaments

- ❑ Lowrider Race
- ❑ San Fierro Hills
- ❑ Little Loop
- ❑ Country Endurance
- ❑ Backroad Wanderer
- ❑ San Fierro to Las Venturas
- ❑ City Circuit
- ❑ Dam Rider
- ❑ Vinewood
- ❑ Desert Tricks
- ❑ Freeway
- ❑ Las Venturas Ringroad
- ❑ Into The Country
- ❑ World War Aces
- ❑ Badlands A
- ❑ Barnstorming
- ❑ Badlands B
- ❑ Military Service
- ❑ Dirtbike Danger
- ❑ Chopper Checkpoint
- ❑ Bandito Country
- ❑ Whirly Bird Waypoint
- ❑ Go-Go Carting
- ❑ Heli Hell
- ❑ San Fierro Fast Lane

Challenges

- ❑ BMX Challenge
- ❑ Mount Chiliad - Scotch Bonnet Yellow Route
- ❑ NRG-500 Challenge
- ❑ Mount Chiliad - Bird's Eye Winder Yellow Route
- ❑ Lowrider Challenge
- ❑ Mount Chiliad - Cobra Run

Gym Training

- ❑ Los Santos Boxing
- ❑ San Fierro Martial Arts
- ❑ Las Venturas Kick Boxing

Schools

- ❑ Driving
- ❑ Pilot
- ❑ Bike
- ❑ Boat
- ❑ Shooting Range

Safehouses

- ❑ 12 Los Santos Safehouses
- ❑ 5 Desert Safehouses
- ❑ 3 Badlands Safehouses
- ❑ 9 Las Venturas Safehouses
- ❑ 7 San Fierro Safehouses

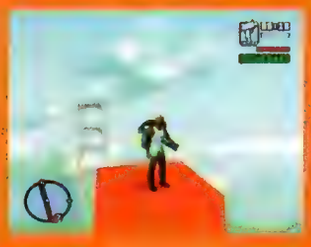
OG LOC'S LIVE CHAT

Yes, yes, yessity, yes, yes, yes, yes, yes, yes, yessity, yes, ya'll. OG on the phones to answer all your prob... er... *lones*... no, wait, I mean... *moans*. That's it. Well, I'm just reading your letters actually – having a few problems with the phone people, those bill-chasing bee-yatches – but you get the point. Anyway, fire away. I'll be taking your questions like bullets from a nine. And definitely not half a question across the shoulder blades after getting mugged by some spotty kids with a gat gun... *come back and I'll kick your ASS, y'hear?*... but you get the deal. Word.

DEAR OG,

Does *SA* contain any cheeky swipes at rival games? Surely, Rockstar are angry after that crappy Tommy Vermicelli sub game in *Driv3r*?

Cheers OG Loc,
Mr V Real



YO,

How can I get the jet pack without trying? At all.

Peace out,
OG's biggest fan

TOODLE-PIP,

How do I make money fast? I'm wandering around broke.

Salutations,
A jealous rival

HELLO,

How do I, erm, come to an arrangement with a professional lady? Honking the horn doesn't seem to work.

Another massive fan

WORD UP,

I was riding my bike around and got a pedestrian stuck on the handlebars. Look!

Richard Wilkin,
Via email

WIGGETY WHACK,

I don't want no answers from you, rhyme-stealin' fool – just wanted to point out that if you target (with L1) a Grove member with your camera they'll nab the lens and take a photo of you. PS: You suck balls. Big, Donkey Kong-sized balls.

Madd Dogg,
Madd Dogg's Mansion

I LOVE YOU,

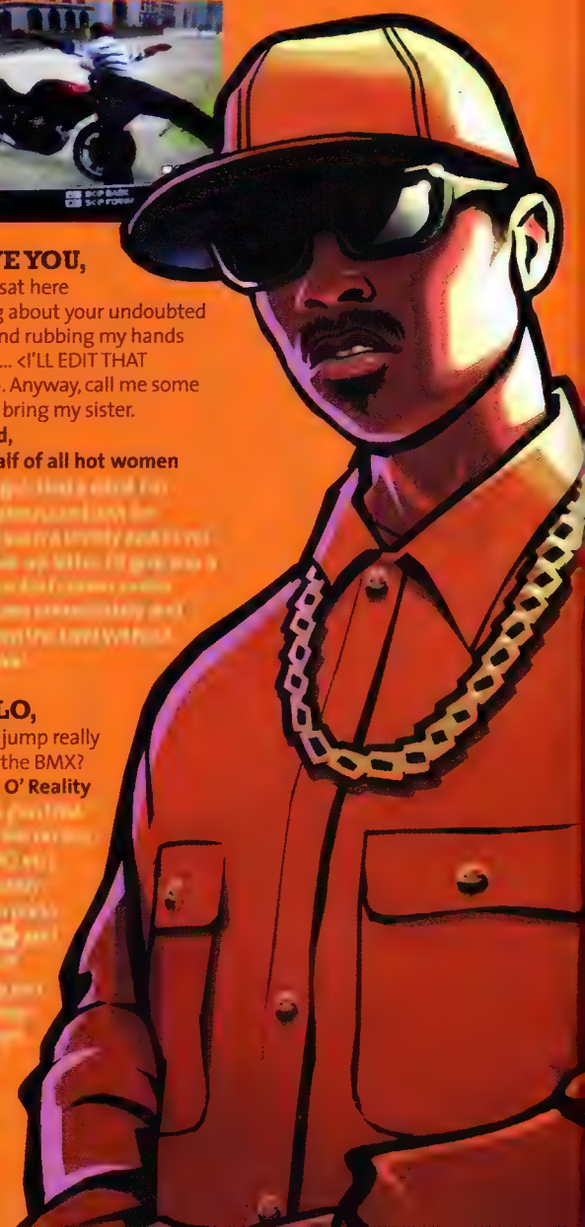
I'm just sat here thinking about your undoubted talent and rubbing my hands over my... <I'LL EDIT THAT PLAYAS>. Anyway, call me some time. I'll bring my sister.

Satisfied,
On behalf of all hot women

HE-LLO,

How do jump really high on the BMX?

Mr Max O' Reality



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Call of Duty: Finest Hour*
Chronicles of Riddick
Conflict: Vietnam
Def Jam: Fight for New York
DRIV3R
Fable
Golden Eye: Rogue Agent*
Grand Theft Auto 3
Grand Theft Auto: Vice City
H.Potter & Chamber of Sec.
Halo
Halo 2
Headhunter: Redemption
Hunter: The Reckoning
James Bond: E. or Nothing
Juiced
Kingdom U. Fire, Crusaders
Leisure Suit Larry: M.C.L.
LMA Manager 2005
Mace Griffin: Bounty Hunter
Manhunt
Men of Valor: Vietnam War
Midtown Madness 3
Mission Impossible:O.Surma
Need for Speed Undergr'nd
Ninja Gaiden
Obscure
Prince of Persia: S. of Time
Rainbow Six 3 - Black Arrow
Robin Hood: Def. of Crown
Second Sight
Shellshock Nam '67
Silent Hill 4: The Room
Sims: Bustin' Out
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The Sims: Bustin Out
The Thing
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GAMECUBE

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Medal of Honor: R. Sun
Metroid Prime
Metroid Prime 2: Echoes*
PN 03
Pikmin 2
Pitfall Harry
Pokemon Colosseum
Res. Evil: Code Veronica X
Resident Evil
Star Wars: Rebel Strike
The L. of Zelda: Wind Waker
True Crime: Streets of LA
Plus Many More...

PS-ONE

Abe's Exoddus
Alone in the Dark 4
Alundra 2
Army Men: Lock & Load
Fear Effect
Final Fantasy 8
Medi Evil
Mortal Kombat Trilogy
Necronomicon
Silent Hill
Soul Reaver
Tomb Raider 2
Tomb Raider 5: Chronicles
Yu-Gi-Oh! Forbidden Mem
Plus Many More...

PLAYSTATION 2

A = 0 1

Ace Combat 4: Shat. Skies
Age of Empires 2
Agent Under Fire
Aggressive Inline
Alias
Aliens vs Predator:Extinction
All-Star Pro. Wrestling 2
Alone in the Dark 4
Alter Echo
America's 10 Most Wanted
Amplitude
Angel of Darkness
Ape Escape 2
Arc the Lad:Twilight of Spirit
Armoured Core 2
Armoured Core 3
Army Men: Sarge's War
Atlantis 3: New World
ATV Quad Racing 2

B = 0 2

Bad Boys 2
Baldur's Gate: D. Alliance 2
Bard's Tale
Batman Vengeance
Batman: Rise of Sin Tzu
Battlestar Galactica
Beyond Good and Evil
Big Mutha Truckers
Black and Bruised
Black Monday (Getaway 2)
Blade 2
BloodRayne
BloodRayne 2
BlowOut
BMX XXX
Bond 007: E. or Nothing
Broken Sword: S. Dragon
Buffy 2: Chaos Bleeds
Burnout
Burnout 2 Point of Impact
Burnout 3: Takedown

C = 0 3

Cat in the Hat
Catwoman
Chamber of Secrets
Champions of Norrath
Chaos Bleeds
Chaos Legion
Clock Tower 3
Club Football 2005
Colin McRae Rally 3
Colin McRae Rally 4
Conflict Zone
Conflict: Desert Storm
Conflict: Desert Storm 2
Conflict: Vietnam
Crash Bcoot: Wr. of Cortex
Crash Twinsanity
Crazy Taxi
Crisis Zone

D = 0 4

Dark Angel, J. Cameron's
Dark Cloud 2
David Beckham Soccer
Dead or Alive 2
Dead to Rights
Def Jam Vendetta
Def Jam: Fight for New York
Desert Storm
Desert Storm 2
Devil May Cry
Devil May Cry 2
Die Hard: Vendetta
Digimon Rumble Arena 2
Disaguea: Hour of Darkness
Downhill Domination
Dr Seuss: The Cat in the Hat
Dragon Ball Z: Budokai
Dragon Ball Z: Budokai 2
Draken: Ancient Gates
Drakengard
DRIV3R
Dukes of Hazzard: Gen.Lee
Dynasty Warriors 2
Dynasty Warriors 3
Dynasty Warriors 3: Xtr.Leg.
Dynasty Warriors 4

E = 0 5

Eighteen Wheeler
End Game
England Int. Football
Enter the Matrix
Escape from Monkey Island
ESPN NFL 2005
Everything or Nothing: 007
Evil Dead: Fist. of Boomstick
Evil Twin
Extermination

F = 0 6

Fallout:Brotherhood of Steel
Fellowship of the Ring
FIFA 2003
FIFA 2004
FIFA Football 2005
Fight Night 2004
Final Fantasy X
Final Fantasy X-2
Finding Nemo
Fire Blade
Fire Warrior
Formula 1 2004
Freedom Fighters
Freestyle Metal X
Futurama

G = 0 7

G1 Jockey
Get On Da Mic
Getaway
Getaway 2: Black Monday
Ghost Hunter
Ghost Master
Ghost Recon
Ghost Recon: Jungle Storm
Giants: Citizen Kabuto
Gladiator: S. of Vengeance
Gladius
Goblin Commander
Godai: Elemental Force
Gran Turismo 3
Gran Turismo 4 Pro.Edition
Gran Turismo Concept
Grand Theft Auto 3
GTA: San Andreas
Grand Theft Auto: V. City
Great Escape
Gregory Horror Show
Gumball 3000
Gundam: Journey to Jaburo

H = 0 8

H.Potter & Chamber of Sec.
H.Potter & Philosopher's St.
H.Potter & Prs. of Azkaban
H.Potter: Quidditch W. Cup
Hack (Dot)
Haunted Mansion
Haven: Call of the King
Headhunter
Headhunter: Redemption
Hitman 2: Silent Assassin
Hitman 3: Contracts
Hot Wheels: Velocity X
Hulk

I = 0 9

Indiana Jones: Emp.'s Tomb
Indycar Series
I-Ninja
Inter. Superstar Soccer 3
International Track & Field
Italian Job: L.A. Heist

J = 1 0

Jak & Daxter
Jak 2: Renegade
Jak 3
James Bond 007: Nightfire
James Bond: Agent Under F.
James Bond: E. or Nothing
James Cameron Dark Angel
Jet Li's Rise to Honor
Johnny Moseley Mad Trix
Judge Dredd:Dredd v Death
Juiced
Jurassic Park: Op. Genesis
Just Bring It

K = 1 1

Kessen 2
Kill switch
Killzone*
Kingdom Hearts
Knight Rider
Kya: Dark Lineage

L = 1 2

Lara Croft: Ang.of Darkness
Legacy of Kain: Defiance
Legaia: Duel Saga
Legends of Wrestling 2
Legends of Wrestling 3
Legion: Leg. of Excalibur
Leisure Suit Larry: M.C.L.
LMA Manager 2003
LMA Manager 2004
LMA Manager 2005
Looney Tunes:Back in Action
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Lord of the Rings: T. Towers

M = 1 3

Mace Griffin: Bounty Hunter
Madden NFL 2002
Madden NFL 2005
Mafia
Man.United Manager 2005
Manhunt
Marvel vs Capcom 2
Mat Hoffman's Pro BMX 2
Matrix: Enter the
Max Payne
Max Payne 2
Maximo
Maximo vs the Army of Zin
Medal of Honor Frontline
Medal of Honor: R. Sun
Mega Man Anniversary Col.
Metal Gear Solid 2
Metal Gear Solid 2: Subst.
Midnight Club
Midnight Club 2
Midway Arcade Treasures 2
Minority Report
Mission Impossible:O.Surma
Mobile S.Gundam F.vs Zeon
Monkey Island: Escape from
Mortal Kombat: Deadly All.
Mortal Kombat: Decephon
Moto GP 3
MTX Mototrax
Mummy Returns
MX 2002
Mystic Heroes

N = 1 4

NASCAR 2005
Naval Ops: Warship Gunner
NBA Ballers
NBA Live 2004
NBA Live 2005
Need for Speed Undergr'nd
Need for Speed Under.2*
Neo Contra
NFL Street
Nightfire
No One Lives Forever

O = 1 5

Obscure
Onimusha 3: Demon Siege
Onimusha: Warlords
Operation Winback

P = 1 6

Powerpuff Girls: R.Rampage
Premier Manager 2002
Premier Manager 2003
Primal
Prince of Persia: S. of Time
Prisoner of War
Pro Evolution Soccer 3
Pro Evolution Soccer 4
Project Zero
Project Zero 2

Q = 1 7

Quest for DragonBone Staff

R = 1 8

Rainbow Six 3
Ratchet and Clank
Ratchet and Clank 2
Ratchet and Clank 3
Raymon 2: Revolution
Rayman 3
Red Dead Revolver
Red Faction
Red Faction 2
Reign Of Fire
Res. Evil: Code Veronica X
Resident Evil: Dead Aim
Resident Evil: Outbreak
Return to Castle Wolfenstein
Riding Spirits
Rise to Honor
Risk: Global Domination
Robot Wars
Robotech: Invasion
Rocky
RTS, Army Men
R-Type Final
Run Like Hell

S = 1 9

San Andreas, GTA
Scooby Doo: Myst. Mayhem
Scooby Doo: Night of 100 F.
Second Sight
Secret W. Over Normandy
Seek and Destroy
Serious Sam Next Encounter
Shadow Hearts
Shadowman 2
Shellshock Nam '67
Showdown: L. of Wrestling
Shrek 2
Silent Hill 2
Silent Hill 3
Silent Hill 4: The Room
Silent Scope
Simpsons: Hit & Run
Simpsons: Road Rage
Simpsons: Skateboarding
Sims
Sims in the City (The Urbz)
Sims: Bustin' Out
Smackdown vs Raw
Smackdown! 4: S.Y.Mouth
Smackdown! 5: H.C.T.Pain
Smugglers Run
SOCOM 2: US Navy Seals
SOCOM: US Navy Seals
Soldier of Fortune
Sonic Heroes
Sonic Mega Collection Plus
Soul Calibur 2
Soul Reaver 2
Sphinx & Cursed Mummy
Spider-Man: The Movie
Spider-Man: The Movie 2
Splinter Cell
Splinter Cell 2: Pandora T.
Spy Fiction
Spy Hunter 2
Spyro: Enter the Dragonfly
Star Trek: Elite Force
Star Trek: Shattered Univ.
Star Wars: Battlefront
Star Wars: Bounty Hunter
Star Wars: Jedi Starfighter
Starsky & Hutch
State of Emergency
Stuntman
Suffering
Summoner
Summoner 2
SWAT: Global Strike Team
Syberia
Syphon Filter: Omega St.

T = 2 0

Tarzan Freeride
TD Overdrive
Teenage Mut. Ninja Turtles
Tekken 4
Tenchu: Wrath of Heaven
Tennis 2K2
Terminator 3 R.of Machines
Terminator: Dawn of Fate
The Bouncer
The Getaway
The Getaway 2 B. Mon.
The Great Escape
The Hulk
The Italian Job: L.A. Heist
The Legend of Black Kat
The Mark of Kri
The Matrix
The Mummy Returns
The Scorpion King
The Simpsons: Hit & Run
The Sims
The Sims in the City
The Sims: Bustin Out
The Suffering
The Thing
The Urbz
Theme Park World
Thirteen (XIII)
This is Football 2004
Tiger Woods Golf 2003
Tiger Woods Golf 2004
Tiger Woods Golf 2005
Time Crisis 2
Time Crisis 3
Time Splitters 2
Tom & Jerry: War of Whisk.
Tomb Raider: Angel of Dark.
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Tony Hawk's Undergr. 2
Top Gun: Combat Zones
Total Club Manager 2004
Transformers
True Crime: Streets of LA
Turok: Evolution
Twin Calibre
Ty the Tasmanian Tiger

U = 2 1

Ultraman
Urbz: Sims in the City
US Navy Seals, SOCOM

V = 2 2

Vampire Night
Van Helsing
Vice City, Grand Theft Auto
Vielcong, Purple Haze
Viewtiful Joe
Virtua Fighter 4
Virtua Tennis 2
V-Rally 3

W = 2 3

War of the Monsters
Warhammer: Fire Warrior
Warriors of Might & Magic
Way of the Samurai 2
Weakest Link
Whiplash
White Out
Wild Arms 3
Wipeout Fusion
Wolfenstein:Return to Castle
World Champ. Snooker '03
World Champ. Snooker '04
World Championship Rugby
World Rally Champ.2 Extr.
World Rally Championship 3
Worms 3D
WWE Smackdown vs Raw
WWE Smackdown! 4: S.Y.M.
WWE Smackdown! 5: HCTP

X = 2 4

X-Files: Resist or Serve
XIII (Thirteen)
X-Men 2: Wolverine's Rev.
X-Men Legends
Xtreme G3

Y = 2 5

Yu-Gi-Oh! Duel Monst. 2
Yu-Gi-Oh! Duel. of Roses

Z = 2 6

Z.O.E.: 2nd Runner

0-9 = 2 7

007 Ev'thing or Nothin
007 Nightfire
102 Dalmatians
7 Blades
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TOP FIVE

PLATFORMERS

1. RATCHET & CLANK 3
2. JAK 2: RENEGADE
3. BEYOND GOOD AND EVIL
4. MAXIMO
5. RAYMAN 3: HOODLUM HAVOC

FOOTBALL

1. PRO EVOLUTION SOCCER 4
2. FIFA 2003
3. LMA MANAGER 2004/2005
4. RED CARD SOCCER
5. THIS IS FOOTBALL 2005

ROLE-PLAYING GAMES

1. FINAL FANTASY X
2. DARK CHRONICLE
3. KINGDOM HEARTS
4. FINAL FANTASY X-2
5. DISGAEA: HOUR OF DARKNESS

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
13 (XIII)	Ubisoft	42	87%	
2002 FIFA WORLD CUP	EA	22	71%	
7 BLADES	Konami	11	72%	
ACE COMBAT 4: SHATTERED SKIES	Namco	17	80%	
ACTIVISION ANTHOLOGY	Activision	36	40%	
AGE OF EMPIRES 2	Konami	15	76%	
AGGRESSIVE INLINE	Acclaim	24	83%	
AIRBLADE	Sony	16	77%	
ALIAS	Acclaim	47	79%	
ALEX FERGUSON'S PLAYER MANAGER	3DO	15	65%	
ALL-STAR BASEBALL 2004	Acclaim	35	67%	
ALONE IN THE DARK: THE NEW NIGHTMARE	Atari	15	66%	
ALTER ECHO	THQ	41	66%	
AMPLITUDE	Sony	40	87%	
APE ESCAPE 2	SCEI	30	80%	
AQUA AQUA	SCI	04	71%	
ARCTIC THUNDER	Midway	16	58%	
ARC: TWILIGHT OF SPIRITS	Sony	46	68%	
ARMORED CORE 2: ANOTHER AGE	Metro	24	56%	
ARMY MEN AIR ATTACK: BLADE'S REVENGE	3DO	11	47%	
ARMY MEN RTS	3DO	24	56%	
ARMY MEN: SARGE'S HEROES 2	3DO	09	40%	
ATHENS 2004	Sony	51	51%	
A-TRAIN 6	Midas	49	60%	
ATV OFFROAD FURY 2	THQ	40	73%	
ATV QUAD POWER RACING 2	Acclaim	33	68%	
ASTERIX AND OBELIX XXL	Atari	46	60%	
AUTO MODELLISTA	Capcom	28	80%	
BAD BOYS 2	Empire	48	51%	
BACKYARD WRESTLING	Eidos	42	45%	
BACKYARD WRESTLING 2	Eidos	56	46%	
BALDUR'S GATE: DARK ALLIANCE	Virgin Interactive	17	70%	
BALDUR'S GATE: DARK ALLIANCE 2	VU Games	4	82%	
BARBARIAN	VU Games	44	66%	
BASS STRIKE	THQ	18	64%	
BATMAN VENGEANCE	Ubisoft	17	48%	
BATMAN VS. THE ARMY OF TSU	Ubisoft	44	43%	
BATTLE ENGINE AQUILA	Atari	31	78%	
BATTLESTAR GALACTICA	Vivendi	44	59%	
BEN HUR: BLOOD OF BRAVES	Microids	34	42%	
BEYOND GOOD AND EVIL	Ubisoft	42	82%	
BIG MUTHA TRUCKERS	Empire	31	79%	
BIONICLE	EA	41	38%	
BLADE 2	Activision	28	51%	
BLOOD OMEN 2	Eidos	22	79%	
BLOODRAYNE	Vivendi	36	67%	
BLOODY ROAR 3	Virgin	11	79%	
BMX XXX	Acclaim	30	58%	
BOMBERMAN KART	Konami	41	51%	
BOUNCER, THE	SCEE	11	66%	
BOXING CHAMPIONS	Midas	41	40%	
BREATH OF FIRE: DRAGON QUARTER	Capcom	41	70%	
BRITNEY'S DANCE BEAT	THQ	24	58%	
BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS	Vivendi	41	74%	
BUJINGAI	Taito	47	62%	
BURNOUT	Acclaim	15	88%	
BURNOUT 2: POINT OF IMPACT	**Acclaim**	**28**	**91%**	
Beautiful, emotional racing that you have to play to fully appreciate.				
BURNOUT 3: TAKEDOWN	**EA**	**54**	**93%**	
Smooth, colourful, varied, hilarious, fast and online too. You'd be a fool not to buy it.				
CABELA'S DANGEROUS HUNTS	Activision	53	57%	
CALL OF DUTY: FINEST HOUR	Activision	56	87%	
CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001	Capcom	17	83%	
CART FURY	Midway	12	65%	
CASPER: SPIRIT DIMENSIONS	TDK Mediactive	22	48%	

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
CASTLEWEEN	Wanadoo	30	45%	
CATWOMAN	EA	52	30%	
CEL DAMAGE OVERDRIVE	Play It	36	50%	
CENTRE COURT: HARD HITTER 2	Midas	33	62%	
CHAMPIONS OF NORRATH: REALMS OF EVERQUEST	Ubisoft	47	82%	
CHAOS LEGION	Capcom	39	86%	
CHOPLIFTER: CRISIS SHIELD	Xicat Interactive	35	48%	
CIRCUS MAXIMUS: CHARIOT WARS	THQ	25	55%	
CITY CRISIS	Take 2	16	62%	
CLOCK TOWER 3	Capcom	37	59%	
CLUB FOOTBALL	Codemasters	42	61%	
CLUB FOOTBALL 2	Codemasters	55	67%	
COLIN MCRAE RALLY 04	**Codemasters**	**40**	**92%**	
A defining moment for rally games. If you like rallying, you've got to get this.				
COLIN MCRAE RALLY 2005	Codemasters	54	88%	
COMBAT ELITE: WW2 PARATROOPERS	Acclaim	52	77%	
COMMANDOS 2: MEN OF COURAGE	Eidos	24	79%	
CONFLICT: DESERT STORM	SCi	27	78%	
CONFLICT DESERT STORM 2	SCi	39	88%	
CONFLICT: VIETNAM	SCi	54	76%	
CONFLICT ZONE	Ubisoft	22	79%	
CONTRA: SHATTERED SOLDIER	Konami Europe	32	52%	
CRASH BANDICOOT: THE WRATH OF CORTEX	Vivendi	17	66%	
CRASH TWINSANITY	Vivendi	55	49%	
CRAZY TAXI	Acclaim	10	80%	
CRICKET 2002	EA	18	41%	
CRIMSON SEA 2	Koei	53	70%	
CRIMSON TEARS	Capcom	51	74%	
CRISIS ZONE	Namco	53	59%	
CROUCHING TIGER, HIDDEN DRAGON	Ubisoft	44	35%	
CY GIRLS	Konami	50	74%	
DAKAR 2	Acclaim	34	50%	
DANCE UK	Big Ben	42	67%	
DANCING STAGE MEGAMIX	Konami Europe	36	85%	
DARK ANGEL	Vivendi	34	45%	
DARK CHRONICLE	**SCEE**	**37**	**90%**	
Debatably better than *Final Fantasy X*, but edged out in pomp and presence.				
DARK CLOUD	Sony	11	81%	
DARK SUMMIT	THQ	21	56%	
DAVE MIRRA FREESTYLE BMX 2	Acclaim	14	76%	
DEAD OR ALIVE 2	SCEE	05	83%	
DEAD TO RIGHTS	EA	38	70%	
DEFENDER	Midway	31	76%	
DEF JAM: FIGHT FOR NY	EA	54	86%	
DEF JAM VENDETTA	EA	36	75%	
DETONATOR	Midas	47	69%	
DESTRUCTION DERBY ARENAS	Sony	45	42%	
DEUS EX: THE CONSPIRACY	Eidos	22	88%	
DEVIL MAY CRY	**Capcom**	**15**	**90%**	
Blindingly gorgeous and cracking to play. A brilliant advert for PS2.				
DEVIL MAY CRY 2	Capcom	33	72%	
DIE HARD VENDETTA	Vivendi	38	54%	
DINO STALKER	Capcom	26	58%	
DISGAEA: HOUR OF DARKNESS	Koei	49	86%	
DISNEY'S EXTREME SKATE ADVENTURE	Disney	40	78%	
DISNEY'S STITCH: EXPERIMENT 626	Disney	27	64%	
DJ: DECKS & FX	Sony	53	74%	
DONALD DUCK PK	Ubisoft	30	64%	
DOWNFORCE	Titus	23	64%	
DOT HACK INFECTION: PART ONE	Atari	47	58%	
DOWNHILL DOMINATION	Codemasters	46	80%	
DRAGON BALL Z: BUDOKAI	Atari	30	60%	
DRAKENGARD	Take 2	50	75%	
DRAGON RAGE	3DO	23	43%	
DRAKAN: THE ANCIENTS' GATES	Sony	20	75%	
DRIV3R	**Atari**	**50**	**90%**	
Superb in Free Ride, less so in Story Mode, but balls-out street-driving fun.				
DRIVEN	Bam!	17	46%	
DRIVEN TO DESTRUCTION	Atari	55	65%	
DRIVING EMOTION TYPE-S	Squaresoft	01	57%	
DR MUTO	Midway	33	59%	
DROME RACERS	EA	31	50%	
DROPSHIP	Sony	18	75%	
DYNASTY TACTICS 2	Koei	44	69%	
DYNASTY WARRIORS 3: XTREME LEGENDS	Koei	34	69%	
DYNASTY WARRIORS 4	Koei	37	80%	
DYNASTY WARRIORS 4: EMPIRES	Koei	53	70%	
DYNASTY WARRIORS 4: XTREME LEGENDS	Koei	46	70%	

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | **SILVER AWARD:** A top-notch PS2 title that scored between 80-89% | **GOLD AWARD:** A game scoring 90% or more. An absolute classic.

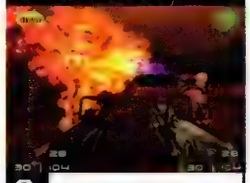
GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
ECCO THE DOLPHIN: DEFENDER OF THE FUTURE	Sony	18	52%	
EGGO MANIA	Kemco	27	40%	
EJAY CLUBWORLD	Empire	26	84%	
ENDGAME	Empire	25	49%	
ENGLAND INTERNATIONAL FOOTBALL	Codemasters	49	62%	
ENTER THE MATRIX	Atari	37	81%	
EOE: EVE OF EXTINCTION	Eidos	22	71%	
EPHEMERAL FANTASIA	Konami	12	80%	
ESCAPE FROM MONKEY ISLAND	Activision	12	82%	
ESPN NBA 2NIGHT 2002	Konami	24	72%	
ESPN NHL HOCKEY	Sega	44	78%	
ESPN INTERNATIONAL TRACK & FIELD	Konami	04	63%	
ESPN INTERNATIONAL WINTER SPORTS	Konami	20	55%	
ESPN NATIONAL HOCKEY NIGHT	Konami	09	68%	
ESPN X GAMES SKATEBOARDING	Konami	15	62%	
ESPN WINTER X GAMES SNOWBOARDING	Konami	04	70%	
ESPN WINTER X GAMES SNOWBOARDING 2	Konami	20	69%	
EVERBLUE 2	Capcom Eurosoft	34	56%	
EVERQUEST ONLINE ADVENTURES	SCEE	41	70%	
EVIL DEAD: A FISTFUL OF BOOMSTICK	THQ	37	68%	
EVOLUTION SKATEBOARDING	Konami	33	54%	
EVOLUTION SNOWBOARDING	Konami	33	43%	
EXTERMINATION	Sony	09	78%	
EXTREME-G 3	Acclaim	13	60%	
EYE TOY: PLAY	SCEE	38	82%	
EYETOY: PLAY 2	Sony	56	75%	
F1 2002	EA	24	84%	
F1 CAREER CHALLENGE	EA	37	58%	
F1 RACING CHAMPIONSHIP	Ubisoft	07	66%	
FALLOUT: BROTHERHOOD OF STEEL	Interplay	48	46%	
FAME ACADEMY	Ubisoft	44	38%	
FANTAVISION	SCEE	01	85%	
FELLOWSHIP OF THE RING, THE	Vivendi	30	70%	
FERRARI F355 CHALLENGE	SCEE	27	67%	
FIFA 2005	EA	54	79%	
FIGHT NIGHT 2004	EA	48	88%	
FINAL FANTASY X	**SCEE**	**23**	**91%**	
The most life-swallowing RPG of them all – even with the random battles.				
FINAL FANTASY 10-2	Square Enix	44	83%	
FINAL FANTASY XI (IMPORT)	Square Enix	49	85%	
FINDING NEMO	THQ	41	71%	
FIREBLADE	Midway	24	68%	
FIREFIGHTER FD18	Konami	49	76%	
FLAT OUT	Empire	56	77%	
FLIPNIC	Ubisoft	45	76%	
FORBIDDEN SIREN	Sony	44	80%	
FORD RACING 3	Empire	56	34%	
FORGOTTEN REALMS: DEMON STONE	Atari	54	74%	
FORMULA ONE 2004	SCEE	52	65%	
FREAK OUT	Swing! AG Media	13	79%	
FREAKY FLYERS	Midway	42	77%	
FREEDOM FIGHTERS	**EA**	**40**	**92%**	
An utterly compelling squad-based shooter that's intelligent and addictive.				
FREEKSTYLE	EA	25	59%	
FREESTYLE METAL X	EA	40	74%	
FREQUENCY	SCEE	23	64%	
FUR FIGHTERS	Acclaim	10	86%	
FUTURAMA	SCi	37	75%	
G1 JOCKEY 3	Koei UK	34	43%	
GALERIANS: ASH	Big Ben	34	50%	
GALLOP RACER	Zoo Digital	41	39%	
GAMETRAK: DARK WIND	In2Games	54	55%	
GET ON DA MIC	Eidos	56	49%	
GETAWAY, THE	SCEE	31	78%	
GETAWAY: BLACK MONDAY, THE	Sony	56	71%	
GHOST RECON	Ubisoft	30	65%	
GHOST RECON: JUNGLE STORM	Ubisoft	47	75%	
GIANTS: CITIZEN KABUTO	Interplay	17	80%	
GIFT	Acclaim	12	51%	
GITAROO MAN	THQ	22	79%	
GLADIUS	Activision	42	52%	
GOBLIN COMMANDER: UNLEASH THE HORDE	Jaleco	47	65%	
GOLDENEYE: ROGUE AGENT	EA	56	58%	
GRADIUS V	Konami	51	83%	
GRANDIA 2	Ubisoft	23	45%	
GRAND PRIX CHALLENGE	Atari	31	85%	
GRAND THEFT AUTO 3	**Take 2**	**16**	**92%**	
Its scope and and tiny touches are some of the most impressive on PS2				
GRAND THEFT AUTO: VICE CITY	**Rockstar**	**29**	**97%**	
The music, the styling, the freedom (almost) nothing beats it. A great leap for games.				
GRAND THEFT AUTO: SAN ANDREAS	**Rockstar**	**56**	**99%**	
Simply the best game on PS2. Mind-boggling in scale and as involving as it gets.				
GRAND TOUR RACING GT-R 400	Midas	51	53%	
GRAN TURISMO 3	**SCEE**	**13**	**93%**	
The most complete racing game yet and one you can truly sink your teeth into.				
GRAN TURISMO 4: PROLOGUE	Sony	50	79%	
GRAVITY GAMES BIKE: STREET, VERT, DIRT	Midway	28	48%	
GREAT ESCAPE, THE	SCi	39	73%	
GREGORY HORROR SHOW	Capcom	42	70%	
GROOVE RIDER	Play It	45	52%	
G-SURFERS	Midas	16	49%	
GTC: AFRICA	Rage	16	74%	
GUILTY GEAR X2	Big Ben	35	84%	
GUMBALL 3000	SCi	29	73%	
GUNDAM: FEDERATION VS ZEON	Atari	29	39%	
GUNFIGHTER 2: REVENGE OF JESSE JAMES	Ubisoft	35	40%	
GUNGRAVE	Activision	30	68%	
GUN GRIFFON BLAZE	Virgin	07	70%	
HALF-LIFE	**VIVENDI**	**16**	**90%**	
A port of one of the best PC games ever made. This is a must-buy for all FPS fans.				
HARDWARE ONLINE ARENA	SCEE	41	68%	
HARRY POTTER AND THE CHAMBER OF SECRETS	EA	31	65%	
HARRY POTTER AND THE PRISONER OF AZKABAN	EA	51	76%	
HARRY POTTER: THE PHILOSOPHER'S STONE	EA	44	55%	
HAUNTED MANSION, THE	TDK Mediactive	46	70%	
HAVEN: CALL OF THE KING	Midway	29	81%	
HEADHUNTER	Sega	19	81%	
HEADHUNTER: REDEMPTION	Sega	53	53%	
HERDY GERDY	Eidos	21	69%	
HIGH HEAT MAJOR LEAGUE BASEBALL	3DO	24	71%	
HITMAN 2: SILENT ASSASSIN	Eidos	28	89%	
HITMAN: CONTRACTS	**EIDOS**	**49**	**90%**	
A game that promotes experimentation and plays brilliantly. A twisted funhouse.				
HOTWHEELS VELOCITY X MAXIMUM JUSTICE	THQ	31	51%	
HULK, THE	Vivendi	38	70%	
HUNTER WAYWARD: THE RECKONING	Vivendi	41	30%	
HYPER STREET FIGHTER II: 15TH ANNIVERSARY EDT.	Capcom	46	89%	
ICO	SCEA	17	85%	
INDIANA JONES AND THE EMPEROR'S TOMB	Activision	39	80%	
INDYCAR SERIES 2005	Codemasters	53	63%	
I-NINJA	SCEE	45	85%	
INTERNATIONAL CUE CLUB	Midas	24	56%	
ISLAND EXTREME STUNTS	SCEE	33	65%	
ISLE OF MAN TT SUPERBIKES	Jester	53	59%	
ISS3	Konami	34	78%	
ITALIAN JOB: LA HEIST, THE	Eidos	40	51%	
JADE COCOON 2	Ubisoft	22	70%	
JAK & DAXTER	Sony	18	85%	
JAK 2: RENEGADE	**SCEE**	**40**	**93%**	
Vast, well-built and bursting with distractions. How can others compete?				
JAK 3	Sony	56	88%	
JAMES BOND 007: EVERYTHING OR NOTHING	EA	46	77%	
JAMES BOND 007 IN AGENT UNDER FIRE	EA	17	88%	
JAMES BOND 007 IN... NIGHTFIRE	EA	30	78%	
JET SKI RIDERS	Eidos	18	38%	
JONNY MOSELEY MAD TRIX	3DO	20	38%	
JUDGE DREDD: DREDD VS DEATH	Vivendi	40	83%	
JUICED	Acclaim	53	59%	
JUNGLE BOOK GROOVE PARTY	Ubisoft	10	50%	
JURASSIC PARK: OPERATION GENESIS	Vivendi	34	61%	
KATAMARI DAMASHII	Namco	49	83%	
KARAOKE STAGE	Konami	49	85%	
KENGO	Ubisoft	09	60%	
KELLY SLATER'S PRO SURFER	Activision	28	75%	
KESSEN 2	KOEI	20	66%	
KILL.SWITCH	Sony	44	78%	
KILLZONE	Sony	55	88%	
KING OF FIGHTERS 2000 / 2001	Ignition	55	73%	
KING OF ROUTE 66	Sega	41	44%	
KINGDOM HEARTS	SCEE	29	88%	
KING'S FIELD: THE ANCIENT CITY	Metro3D Inc	24	54%	
KLONOA 2	Namco	10	73%	
KNOCKOUT KINGS 2001	EA	07	79%	
KNOCKOUT KINGS 2002	EA	21	83%	
KURI KURI MIX	Empire	10	78%	
KYA: DARK LINEAGE	Atari	45	73%	
LA PUCELLE TACTICS	Mastiff	52	80%	
LEGAIA 2: DUEL SAGA	Eidos	28	59%	
LEGENDS OF WRESTLING 2	Acclaim	33	68%	
LEGION: LEGEND OF EXCALIBUR	Midway	27	70%	
LEGO RACERS 2	Lego Software	18	42%	
LEISURE SUIT LARRY: MAGNA CUM LAUDE	Vivendi	54	80%	
LE MANS 24 HOURS				
LETHAL SKIES	THQ	27	63%	
LETHAL SKIES 2	Big Ben	48	68%	
LE TOUR DE FRANCE	Konami	23	75%	
LE TOUR DE FRANCE: CENTENARY EDITION	Konami	38	71%	
LMA MANAGER 2005	Codemasters	55	80%	
LONDON RACER: WORLD CHALLENGE	Davilex	40	59%	
LOONY TUNES SPACE RACE	Atari	19	65%	
LORD OF THE RINGS: THE THIRD AGE	EA	55	53%	
LORD OF THE RINGS: THE TWO TOWERS	EA	29	76%	
LOTUS CHALLENGE	Virgin	16	60%	
MACE GRIFFIN: BOUNTY HUNTER	Vivendi	38	79%	
MADDEN NFL 2005	EA	54	82%	
MAD MAESTROS	Eidos	22	70%	
MAFIA	Take Two	46	71%	
MALICE	Evolved Games	51	60%	
MARK OF KRI, THE	SCEA	33	74%	
MARVEL VS CAPCOM 2	Capcom	29	84%	
MASHED	Empire Int.	51	79%	
MASTER RALLYE	Microids	24	55%	
MAXIMO	Konami	20	84%	
MAXIMO VS THE ARMY OF ZIN	Konami	42	81%	
MAX PAYNE	Take 2	19	82%	
MAX PAYNE 2: THE FALL OF MAX PAYNE	Rockstar	45	65%	
MDK2 ARMAGEDDON	Interplay	09	76%	
MEDAL OF HONOR: FRONTLINE	EA	23	89%	
MEN IN BLACK 2: ALIEN ESCAPE	Atari	26	42%	
METAL ARMS: GLITCH IN THE SYSTEM	Vivendi	41	87%	
METAL GEAR SOLID 2	**KONAMI**	**17**	**96%**	
Near perfectly balanced and worth every bit of the hype. An all-time classic.				
METAL GEAR SOLID 2: SUBSTANCE	Konami	33	78%	
METAL SLUG 3	Playmore	55	79%	
MICRO MACHINES	Atari	30	59%	
MIDNIGHT CLUB 2	Rockstar	37	80%	
MIDWAY ARCADE TREASURES	Midway	45	48%	
MIDWAY ARCADE TREASURES 2	Midway	55	71%	
MIKE TYSON HEAVYWEIGHT BOXING	Codemasters	23	61%	
MINORITY REPORT	Activision	31	60%	
MISSION IMPOSSIBLE: OPERATION SURMA	Atari	44	59%	
MONSTERS, INC	Sony	19	41%	
MORTAL KOMBAT: DEADLY ALLIANCE	Midway	33	85%	
MORTAL KOMBAT: DECEPTION	Midway	54	85%	

TOP FIVE

DRIVING

1. BURNOUT 3: TAKEDOWN
2. GRAN TURISMO 3
3. COLIN MCRAE RALLY 3
4. TOCA RACE DRIVER 2
5. WORLD RALLY CHAMPIONSHIP 3

FIRST-PERSON SHOOTERS



1. TIMESPLITTERS 2
2. HALF-LIFE
3. DEUS EX
4. CALL OF DUTY
5. KILLZONE

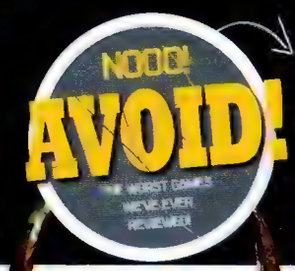
SHOOT-EM-UPS

1. GRADIUS V
2. STAR WARS: JEDI STARFIGHTER
3. METAL SLUG 3
4. KILL.SWITCH
5. TWISTED METAL: BLACK

ALL TIME BEST

1. GRAND THEFT AUTO: SAN ANDREAS
2. PRO EVOLUTION SOCCER 4
3. METAL GEAR SOLID 2
4. TIMESPLITTERS 2
5. SSX3

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | **SILVER AWARD:** A top-notch PS2 title that scored between 80-89% | **GOLD AWARD:** A game scoring 90% or more. An absolute classic.



KKA EVOLUTION 2	CYCLONE CIRCUS: POWER SAIL RACING	FROGGER BEYOND	KIDZ SPORTS: BASKETBALL
18 WHEELER	DAVID BECKHAM SOCCER	GAUNTLET	KNIGHT RIDER
AIR RANGER RESCUE HELICOPTER	DISNEY'S DINOSAUR	CELEBRITY DEATHMATCH	LAKEMASTERS EX
ALPINE RACER 3	DNA: DARK NATIVE APOSTLE	GODAI	LARGO WINCH: EMPIRE UNDER THREAT
ARMY MEN: GREEN ROGUE	DONALD DUCK: QUACK ATTACK	GO GO COPTER	LONDON RACER 2
ATLANTIS 3: THE NEW WORLD	DRAGON'S LAIR 3D: SPECIAL ED	GO GO GOLF	MARY-KATE AND ASHLEY
BUTT UGLY MARTIANS: ZOOM OR DOOM	F.I.S.T.	GRADIUS 3 & 4	SWEET 16 LICENSED TO DRIVE
CATWOMAN	LA ZEUS	HIDDEN INVASION	MUSIC MAKER
CAT IN THE HAT, THE	EVIL TWIN: CYPRIEN'S CHRONICLES	HUGO BUKKAZOOM	POLAROID PETE
CHARLIE'S ANGELS	FIGHTBOX	INTERNATIONAL LEAGUE SOCCER	POWERDROME: RACE OF CHAMPIONS
CRASHED	FLINTSTONES, VIVA ROCK VEGAS	IRON ACES 2	POWERPUFF GIRLS, THE
CURSE: EYE OF ISIS, THE	FRANK HERBERT'S DUNE	JET ION GP	PRYZM: THE DARK UNICORN

TOP FIVE

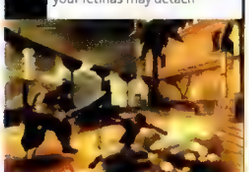
DAVE'S FAVOURITE GAMES OF ALL TIME

1 PRO EVOLUTION SOCCER 4
As close as any of us will ever get to actually being Henry or Zidane. Simply glorious

2 GTA: SAN ANDREAS
A bottomless pit of experimentation and exploration. And big guns.

3 ICO
Moving and beautiful – qualities too many games lack. A true work of genius

4 BURNOUT 3
The fastest thing PS2's ever seen. Plus the slim chance your retinas may detach



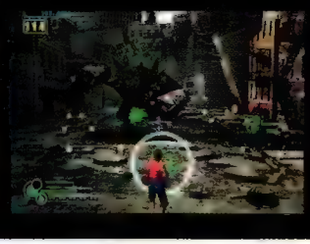
5 PRINCE OF PERSIA: SOT
Platforming as performance art. Somersaults and backflips at a thumbflick. Outstanding

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
MOTO GP3	SCEE	35	74%	
MOTOR MAYHEM	Atari	15	63%	
MR GOLF	Midas Games	34	56%	
MR MOSKEETO	Eidos	22	52%	
MTV MUSIC GENERATOR	Codemasters	50	83%	
MTV MUSIC GENERATOR 2	**Codemasters**	**10**	**90%**	
A musical pandora's box, offering professional results to everyone.				
MTX MOTOTRAX	Activision	49	79%	
MUMMY RETURNS, THE	Vivendi	17	46%	
MUSIC 3000	Jester Interactive	35	81%	
MX 2002	THQ	14	78%	
MX RIDER	Atari	15	62%	
MX SUPERFLY	THQ	27	72%	
MX UNLEASHED	THQ	48	75%	
MYSTIC HEROES	Koei UK	34	67%	
NAVAL OPS: COMMANDER	Koei	52	68%	
NAVAL OPS: WARSHIP GUNNER	Koei	41	63%	
NBA 2K3	Atari	35	70%	
NBA BALLERS	Midway	53	82%	
NBA JAM	Acclaim	42	77%	
NBA LIVE 2004	EA	42	84%	
NBA HOOPZ	Midway	07	70%	
NBA STREET VOL2	EA	35	85%	
NEED FOR SPEED 2	EA	55	87%	
NEXT GENERATION TENNIS 2003	Wanadoo	38	55%	
NFL 2K3	Atari	35	78%	
NFL STREET	EA	46	64%	
NHL HITZ 2003	Midway	28	80%	
NHL HITZ: PRO	Midway	42	80%	
NIGHTSHADE	Sega	46	73%	
NINJA ASSAULT	SCEE	27	71%	
NO ONE LIVES FOREVER	Vivendi	21	71%	
NY RACE	Wanadoo	17	40%	
OBSCURE	Ubisoft	54	80%	
ONI	Take 2	07	62%	
ONIMUSHA 2	Capcom	27	89%	
ONIMUSHA 3	**Capcom**	**50**	**92%**	
Provocative, exquisite gameplay backed up by plush visuals and a rousing score.				
ONIMUSHA: BLADE WARRIORS	Capcom	45	75%	
OPERATION WINBACK	Koei	08	68%	
ORPHEN	Activision	04	56%	
PAC-MAN WORLD 2	SCEE	33	75%	
PARAPPA THE RAPPER 2	Sony	16	75%	
PARIS-DAKAR RALLY	Acclaim	15	60%	
PENNY RACERS	Midas	16	43%	
PERFECT ACE PRO TENNIS	Oxygen Int.	38	38%	
PETER PAN: LEGEND OF NEVERLAND	Sony	20	50%	
PITFALL: THE LOST EXPEDITION	Activision	47	71%	
PIGLET'S BIG GAME	Gotham Games	39	60%	
PIRATES: LEGEND OF BLACK KAT	EA	21	38%	
POLICE 24/7	Konami	19	49%	
POOL MASTER	Take 2	05	45%	
POOL PARADISE	Awesome Studio	48	72%	
PORTAL RUNNER	3DO	16	55%	
PREMIER MANAGER	Zoo Digital	31	80%	
PRIDE FC	THQ	34	75%	
PRIMAL	SCEE	33	79%	
PRINCE OF PERSIA: WARRIOR WITHIN	Ubisoft	56	87%	
PRISONER OF WAR	Codemasters	24	73%	
PRO EVOLUTION SOCCER 4	**Konami**	**55**	**94%**	
Inredible customisation, subterranean depth and sublime control. As rewarding as it gets.				
PROJECT EDEN	Eidos	14	86%	
PROJECT ZERO 2: CRIMSON BUTTERFLY	Tecmo	45	82%	
PRO RALLY 2002	Ubisoft	22	68%	
PSI-OPS: THE MINDGATE CONSPIRACY	Midway	52	86%	
PTO IV	Koei	48	41%	
PUYO POP FEVER	Sega	46	85%	
QUAKE 3 REVOLUTION	Bullfrog	08	85%	
RAINBOW SIX 3	Ubisoft	47	77%	
RALLY CHAMPIONSHIP	SCi	24	56%	
RALLY FUSION: RACE OF CHAMPIONS	Activision	29	68%	
RATCHET & CLANK	**SCEE**	**29**	**91%**	
A labour of love on every crafted level. Packing a ton of ingenious gadgets.				
RATCHET & CLANK 2	SCEE	42	85%	
RATCHET & CLANK 3	**Sony**	**56**	**92%**	
PS2 platforming perfection. It gets no better than this. A must for all platforming fans.				
RAYMAN	Ubisoft	18	48%	
RAYMAN REVOLUTION	Ubisoft	05	68%	
RAYMAN 3: HOODLUM HAVOC	Ubisoft	34	80%	
RC REVENGE PRO	Acclaim	04	56%	
READY 2 RUMBLE: ROUND 2	Midway	04	82%	
RED CARD	Midway	23	80%	
RED DEAD REVOLVER	Rockstar	49	86%	
RED FACTION	THQ	11	88%	
RED FACTION 2	THQ	29	85%	
REIGN OF FIRE	Bam!	30	71%	
RESIDENT EVIL CODE: VERONICA X	Capcom	13	80%	
RESIDENT EVIL: DEAD AIM	Capcom	37	68%	
RESIDENT EVIL SURVIVOR 2 CODE: VERONICA	Capcom	20	41%	
RESIDENT EVIL OUTBREAK	Capcom	45	86%	
RETURN TO CASTLE WOLFENSTEIN OP. RESURRECTION	Activision	38	80%	
REZ	Sony	18	66%	
RIBBIT KING	Atari	55	22%	
RICHARD BURNS RALLY	SCi	51	66%	
RIDGE RACER 5	Namco	01	72%	
RIDING SPIRITS	Bam!	27	46%	
RIDING SPIRITS 2	Capcom	50	48%	
RING OF RED	Konami	10	74%	
RISE TO HONOUR	Sony	47	71%	
RISK	Atari	52	64%	
ROBOTECH: BATTLECRY	TDK Mediactive	30	69%	
ROBOT WARLORDS	Midas	08	46%	
ROBOT WARS: ARENAS OF DESTRUCTION	BBC	16	63%	
ROADKILL	Terminal Reality	44	72%	
ROCKY	Rage	29	84%	
ROCKY LEGENDS	Ubisoft	55	66%	
ROGUE OPS	Kemco	45	38%	
ROLLERCOASTER WORLD	Midas	47	50%	
ROMANCE OF THE THREE KINGS VIII	Koei	48	70%	
R: RACER EVOLUTION	NAMCO	45	37%	
RTX RED ROCK	LucasArts	38	55%	
RUGBY 2004	EA	40	81%	
RUMBLE RACING	EA	10	76%	
RUNE: VIKING WARLORD	Take 2	13	56%	
RYGAR: THE LEGENDARY ADVENTURE	Tecmo	33	78%	
SAMURAI	Bam!	25	74%	
SAMURAI JACK: THE SHADOW OF AKU	Sega	51	59%	
SAMURAI WARRIORS	EA	52	80%	
SAVAGE SKIES	Big Ben	34	67%	
SCOOBY-DOO: NIGHT OF 100 FRIGHTS	THQ	25	64%	
SCOOBY DOO: MYSTERY MAYHEM	THQ	49	51%	
SCRABBLE 2003 EDITION	Ubisoft	40	64%	
SECOND SIGHT	**Codemasters**	**53**	**90%**	
Beautiful design and a truly novel take on the stealth genre. A must for anyone.				
SECRET WEAPONS OVER NORMANDY	LucasArts	45	76%	
SEEK & DESTROY	Play It	39	69%	
SEGA BASS FISHING DUEL	Acclaim	33	55%	
SEGA SUPERSTARS	Sega	56	80%	
SERIOUS SAM: NEXT ENCOUNTER	Take Two	49	74%	
SHADOW HEARTS	Midway	21	60%	
SHADOW MAN: 2ECOND COMING	Acclaim	20	68%	
SHADOW OF MEMORIES	Konami	06	80%	
SHARK TALE	Activision	55	29%	
SHELLSHOCK: NAM '67	Eidos	51	71%	
SHIFTERS	3DO	24	40%	
SHINOBI	EA	35	75%	
SHOX	EA	28	61%	
SHREK 2	Activision	51	78%	
SHREK SUPER PARTY	TDK Mediactive	33	58%	
SHOWDOWN: LEGENDS OF WRESTLING	Acclaim	50	72%	
SILENT HILL 2	Konami	15	88%	
SILENT HILL 3	Konami	36	87%	
SILENT HILL 4: THE ROOM	Konami	52	74%	
SILENT SCOPE 3	Konami	31	54%	
SILPHEED	Working Design	03	51%	
SIMPSONS HIT AND RUN	Vivendi	42	77%	
SIMPSONS ROAD RAGE, THE	EA	16	76%	
SIMS, THE	EA	31	85%	
SIMS: BUSTIN' OUT, THE	EA	44	79%	
SINGSTAR	**SCEE**	**49**	**90%**	
For people who don't like games. And for people who love games.				
SINGSTAR PARTY	Sony	55	85%	
SKY ODYSSEY	SCEE	08	79%	
SLAM TENNIS	Atari	25	77%	
SLED STORM	EA	21	76%	
SLY RACCOON	SCEE	31	80%	
SLY 2: BAND OF THIEVES	SONY	55	81%	
SMASH CARS	Metro 3D	39	54%	
SMASH COURT TENNIS: PRO TOURNAMENT 2	Sony	50	85%	
SMUGGLER'S RUN	Take 2	03	75%	
SMUGGLER'S RUN 2: HOSTILE TERRITORY	Take 2	17	77%	
SOCOM: US NAVY SEALS	SCEA	30	82%	
SOCOM 2: US NAVY SEALS	**SCEE**	**44**	**90%**	
Immersive and dramatic – this game alone is worth hooking up to broadband.				
SOLDIER OF FORTUNE: GOLD EDITION	Codemasters	23	64%	
SONIC HEROES	Sega	46	66%	
SOS: THE FINAL ESCAPE	Agetec	33	81%	
SOUL CALIBUR 2	**Namco**	**40**	**93%**	
The very best fighter money can buy. Comes complete with old man Heihachi.				
SOUL REAVER 2	Eidos	17	78%	
SPAWN ARMAGEDDON	EA	47	69%	
SPEED KINGS	Acclaim	37	55%	
SPHINX AND THE CURSED MUMMY	THQ	46	64%	
SPIDER-MAN: THE MOVIE	Activision	24	70%	
SPIDER-MAN 2	**Activision**	**51**	**92%**	
Best movie license ever. Best superhero game ever. Best GTA clone. Enough said.				

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | **SILVER AWARD:** A top-notch PS2 title that scored between 80-89% | **GOLD AWARD:** A game scoring 90% or more. An absolute classic.

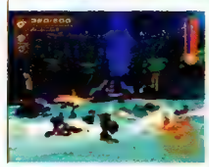
RC SPORTS COPTER CHALLENGE	36%
RUNABOUT 3	22%
SCORPION KING, THE: RISE OF THE AKKADIAN	23%
SEGA SOCCER SLAM	36%
SEVEN SAMURAI 20XX	33%
SHADOW OF ZORRO	35%
SHAUN PALMER'S PRO SNOWBOARDER	35%
SIMPSONS SKATEBOARDING, THE	09%
SKY SURFER	29%
SPACE INVADERS: INVASION DAY	30%
SPEED CHALLENGE: JACQUES	

SUNNY GARCIA SURFING	
SUPERCAR STREET CHALLENGE	
SURFING H3O	
SVEN-GORAN ERIKSSON'S	
WORLD CUP CHALLENGE	
TETRIS WORLDS	
TERMINATOR 3: ROTM	
TOP ANGLER	
TWIN CALIBER	
WARRIORS OF MIGHT & MAGIC	
WDL WAR JETZ	



GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
SPLASHDOWN	Atari	16	75%	
SPLASHDOWN 2: RIDERS GONE WILD	THQ	40	75%	
SPLINTER CELL	**Ubisoft**	**34**	**91%**	
The ultimate 'boys with toys' action adventure that's full of surprises.				
SPLINTER CELL: PANDORA TOMORROW	Ubisoft	51	88%	
SPY FICTION	Sammy	54	75%	
SPY HUNTER	Midway	14	79%	
SPY HUNTER 2	Midway	46	67%	
SPYRO: ENTER THE DRAGONFLY	Universal	30	68%	
SSX TRICKY	**EA**	**16**	**95%**	
Edgy, funky, cool – compulsive gameplay with riotous effects equals pure fun.				
SSX3	**EA**	**41**	**94%**	
One of the few games to make you feel good about life. Responsive and thrilling.				
STAR OCEAN 3	Ubisoft	55	85%	
STARSKY & HUTCH	Empire	38	77%	
STAR TREK VOYAGER: ELITE FORCE	Codemasters	23	75%	
STAR WARS: BATTLEFRONT	Activision	54	77%	
STAR WARS: BOUNTY HUNTER	Activision	31	62%	
STAR WARS: JEDI STARFIGHTER	Activision	22	80%	
STAR WARS: STARFIGHTER	Activision	09	85%	
STAR WARS: SUPER BOMBAD RACING	Activision	11	45%	
STAR WARS: THE CLONE WARS	Activision	33	69%	
STATE OF EMERGENCY	Take 2	20	75%	
STREET FIGHTER EX3	Capcom	05	79%	
STREET HOOPS	Activision	28	64%	
STUNT GP	Titus	16	38%	
STUNTMAN	Atari	26	74%	
SUFFERING, THE	Midway	48	86%	
SUIKODEN 3	Konami	39	66%	
SUMMER HEAT BEACH VOLLEYBALL	Acclaim	39	56%	
SUMMONER	THQ	07	70%	
SUMMONER 2	THQ	29	73%	
SUM OF ALL FEARS, THE	Ubisoft	29	57%	
SUPER BUST-A-MOVE	Acclaim	04	78%	
SUPERFARM	Ignition	42	60%	
SUPERMAN: SHADOW OF APOKOLIPS	Atari	29	48%	
SUPER TRUCKS	Jester	22	45%	
SWAT GLOBAL STRIKE TEAM	Vivendi	42	82%	
SWING AWAY GOLF	EA	05	70%	
SX SUPERSTAR	Acclaim	38	53%	
SYPHON FILTER: THE OMEGA STRAIN	SCEA	50	75%	
TAK AND THE POWER OF JUJU	THQ	47	70%	
TAZ: WANTED	Atari	28	70%	
TD OVERDRIVE	Atari	23	64%	
TEENAGE MUTANT NINJA TURTLES	Konami	47	56%	
TEKKEN 4	**SCEE**	**27**	**90%**	
Way more of everything than the stopgap Tournament title. Brilliant.				
TEKKEN TAG TOURNAMENT	SCEE	04	87%	
TENCHU: WRATH OF HEAVEN	Activision	34	70%	
TERMINATOR: DAWN OF FATE	Atari	28	49%	
TERMINATOR 3: REDEMPTION	Atari	55	66%	
TEST DRIVE: OFFROAD WIDE OPEN	Atari	16	44%	
THEME PARK WORLD	EA	05	68%	
THING, THE	Vivendi	27	83%	
THIS IS FOOTBALL 2003	Sony	28	74%	
THIS IS FOOTBALL 2004	Sony	47	75%	
THIS IS FOOTBALL 2005	Sony	56	68%	
THUNDERHAWK: OPERATION PHOENIX	Eidos	14	70%	
TIGER WOODS PGA TOUR 2004	EA	40	81%	
TIGER WOODS PGA TOUR 2005	EA	544	82%	
TIME CRISIS 2	Sony	16	78%	
TIMESPLITTERS 2	**Eidos**	**28**	**95%**	
Stunning multiplayer action PLUS a massive, varied single-player mode too.				
TOCA RACE DRIVER	Codemasters	26	82%	
TOCA RACE DRIVER 2	**Codemasters**	**54**	**90%**	
Tracks, cars and – vitally – racing are all super.				
TOKYO ROAD RACE	Midas	36	45%	
TOMB RAIDER: THE ANGEL OF DARKNESS	Eidos	38	58%	
TONY HAWKS UNDERGROUND 2	Eidos	55	89%	
TONY HAWK'S PRO SKATER 4	**Activision**	**30**	**94%**	
Despite not having the impact of THPS3, we suggest you get this version first.				
TOP GEAR DARE DEVIL	Planet	04	62%	
TOP GUN: COMBAT ZONE	Virgin	16	67%	
TOTAL CLUB MANAGER 2005	EA	56	56%	
TOTAL IMMERSION RACING	Empire	31	74%	
TRANSFORMERS	Atari	49	84%	
TRANSWORLD SURF	Atari	26	72%	
TREASURE PLANET	Sony	29	75%	
TRIBES: AERIAL ASSAULT	Vivendi	37	74%	
TRUE CRIME	Activision	43	74%	
TUROK EVOLUTION	Acclaim	27	71%	
TWISTED METAL: BLACK	Sony	13	80%	
TY THE TASMANIAN TI GER	EA	29	50%	
TY THE TASMANIAN TIGER 2	EA	55	38%	
UEFA CHALLENGE	Atari	12	56%	
UEFA CHAMPIONS LEAGUE 2001/02	Take Two	18	48%	
UEFA EURO 2004	EA	49	70%	
UFC: SUDDEN IMPACT	Take 2	51	70%	

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
UFC: THROWDOWN	Ubisoft	27	75%	
UNLIMITED SAGA	Atari	42	41%	
UNREAL TOURNAMENT	Atari	07	82%	
URBAN FREESTYLE SOCCER	Acclaim	45	72%	
URBZ – SIMS IN THE CITY, THE	EA	56	50%	
USA RACER	Davilex	36	37%	
VAMPIRE NIGHTS	SCEE	21	59%	
VAN HELSING	VU Games	49	67%	
VEXX	Acclaim	34	73%	
VIB RIPPLE	Sony	52	58%	
VICTORIOUS BOXERS	Empire	14	80%	
VIETCONG: PURPLE HAZE	Gathering	54	71%	
VIEWTIFUL JOE	Capcom	54	88%	
VIRTUA COP: ELITE EDITION	Acclaim	30	44%	
VIRTUA FIGHTER 4 EVOLUTION	Sega	36	87%	
VIRTUAL-ON: MARZ	Sega	39	56%	
VIRTUA TENNIS 2	Acclaim	30	88%	
V-RALLY 3	Atari	24	81%	
WACKY RACES	Atari	11	63%	
WAKEBOARDING UNLEASHED: FT. SHAUN MURRAY	Activision	37	65%	
WALLACE AND GROMIT IN PROJECT ZOO	Bam!	41	69%	
WARHAMMER 40,000: FIRE WARRIOR	THQ	40	65%	
WAR OF THE MONSTERS	SCEE	34	69%	
WAY OF THE SAMURAI	Capcom	50	80%	
WDL THUNDER TANKS	3DO	06	69%	
WEAKEST LINK, THE	Activision	16	60%	
WHIPLASH	Eidos	46	72%	
WHITEOUT	Konami	44	45%	
WHO WANTS TO BE A MILLIONAIRE 2	Eidos	17	53%	
WILD ARMS 3	Ubisoft	33	71%	
WILD WILD RACING	Rage	03	71%	
WINNING ELEVEN 7 INTERNATIONAL	Konami	50	89%	
WINNING ELEVEN 8	**Konami**	**53**	**92%**	
A digital depiction of footballing brilliance second to none.				
WIPEOUT FUSION	Sony	19	73%	
WOODY WOODPECKER: ESC. FROM BUZZ BUZZARD'S PK	Cryo	30	49%	
WORLD CHAMPIONSHIP SNOOKER 2004	Codemasters	51	80%	
WORLD CHAMPIONSHIP RUGBY	Acclaim	48	55%	
WORLD WAR ZERO: IRONSTORM	MC2	48	77%	
WORMS 3D	Sega	42	80%	
WORMS BLAST	SCEE	21	57%	
WORMS: FORTS	Atari	55	54%	
WORLD RALLY CHAMPIONSHIP 4	SCEE	55	87%	
WRECKLESS: THE YAKUZA MISSIONS	Activision	30	38%	
WWE CRUSH HOUR	THQ	37	49%	
WWE SMACKDOWN! SHUT YOUR MOUTH	THQ	29	82%	
WWE SMACKDOWN! VS. RAW	THQ	56	85%	
WWF SMACKDOWN! JUST BRING IT	THQ	16	80%	
XGRA: EXTREME G	Acclaim	40	75%	
X-MEN LEGENDS	Activision	55	69%	
X-MEN: NEXT DIMENSION	Activision	31	67%	
X-MEN: WOLVERINE'S REVENGE	Activision	36	75%	
X SQUAD	EA	06	59%	
YU-GI-OH!: DUELLISTS OF THE ROSES	Konami	41	62%	
ZOE 2: THE 2ND RUNNER	Konami	35	79%	



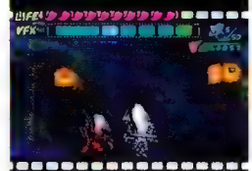
BRONZE AWARD: A very enjoyable and solid game scoring 70-79%

SILVER AWARD: A top-notch PS2 title that scored between 80-89%

GOLD AWARD: A game scoring 90% or more. An absolute classic.

TOP FIVE

DAFT GAME TITLES



1. VIEWTIFUL JOE
2. YANYA CABALLISTA
3. XENOSAGA: JENSEITS VON GUT
4. HUGO BUKKAZOOM
5. MR MOSKEETO

CARTOONS

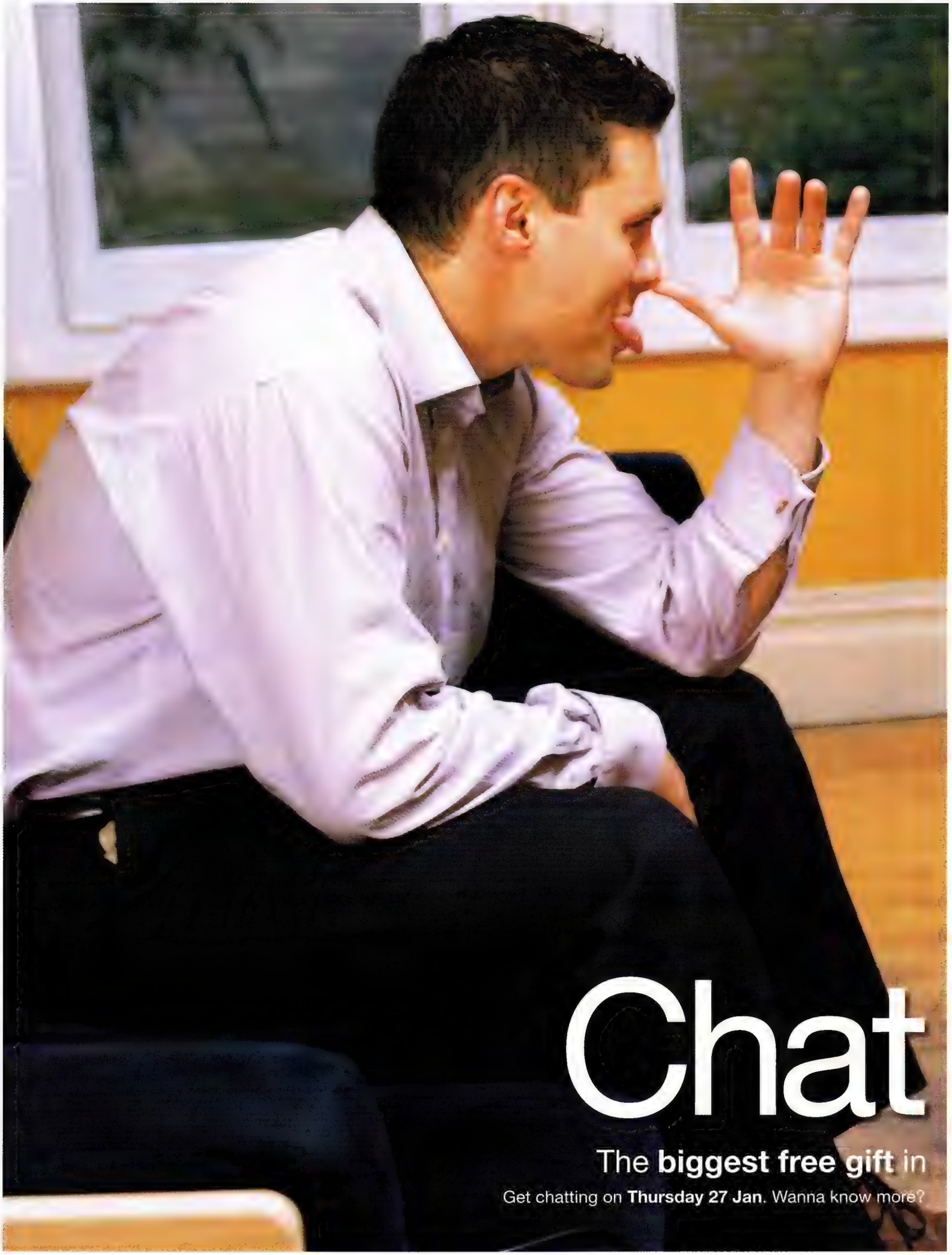
1. THE SIMPSONS (HIT AND RUN)
2. FUTURAMA
3. BUGS BUNNY (LOONEY TUNES)
4. X-MEN (WOLVERINE'S REVENGE)
5. WALLACE & GROMIT (PROJECT ZOO)

FAT BLOKES

1. FAT CJ (GTA: SAN ANDREAS)
2. EDDIE HONDA (STREET FIGHTER II)
3. BIG SMOKE (GTA: SAN ANDREAS)
4. RIKISHI (WWE SMACKDOWN)
5. WAYNE ROONEY (PRO EVO 4)

OLD MEN'S DULL HOBBIES

1. BOARD GAMES (SCRABBLE 2003)
2. FISHING (SEGA BASS FISHING)
3. TV QUIZZES (THE WEAKEST LINK)
4. WAR STORIES (PRISONER OF WAR)
5. TRAIN SETS (A-TRAIN 6)


Chat
The biggest free gift in
Get chatting on Thursday 27 Jan. Wanna know more?

More!
PlayStation 2 history coming soon
Go to http://www.futurenet.com/ps2officialmaguk
PlayStation 2
OFFICIAL magazine-UK

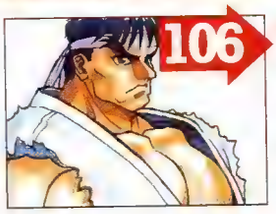
QUICK TIP: FLATOUT TO UNLOCK EVERYTHING IN THE GAME, CREATE A NEW PROFILE AND ENTER THE WORD 'GIVEALL' AS A PASSWORD.

PrO TIPS

TRAINING YOU IN THE DARK ARTS OF PS2

83 GRAND THEFT AUTO: SAN ANDREAS
Not seen our 12-page busting-open of *GTA*'s hardest missions and most secret, er, secrets yet? Get yerself gone.

104 MORTAL KOMBAT: DECEPTION
Yet more on Midway's bloodthirsty batterer. It's our guide to all the trickiest, most gory fatalities in the game.



106 PRO DOJO
Are you to gaming what Steven Hawking is to astrophysics? Send us some tapes of your moments of glory and see your name in lights. Well, print. Almost the same...

More tips and cheats than you can shake ten thousand massive shakable cheating sticks at.

TIP OF THE MONTH

IN A SPOT OF TROUBLE AND STRIFE? TAP THESE IN FOR AN EASY LIFE.

THE GETAWAY: BLACK MONDAY

DOUBLE HEALTH
Enter ↑, ↑, ←, ←, →, →, ◎, ◎, ↓ at the main menu to get a dose of extra health. Very handy indeed.

INFINITE AMMO
At the main menu again, press ↑, ↓, ←, →, △, ↑, ↓, ←, →, ◎ to fill your shooters full of ammo.

GOLDENEYE: ROGUE AGENT

ENTER ON EXTRAS SCREEN

PAINTBALL MODE
→, ←, →, ←, ↓, ↓, ↑, ↑

UNLOCK ALL MULTIPLAYER SKINS
↓, ←, ↑, ←, →, ↓, ←, ↑

NEED FOR SPEED UNDERGROUND 2

ENTER AT MAIN MENU

$1000 IN CAREER
←, ←, →, R1, R1, →, L1, L1

$200 IN CAREER
↑, ↑, ↑, ←, L1, L1, L1, ↓

UNLOCK HUMMER H2
↑, ←, ↑, ↑, ↓, ←, ↓, ←

UNLOCK BEST BUY CAR VINYL
↑, ↓, ↑, ↓, ↓, ↑, →, ←

UNLOCK MAGAZINE COVERS

AUTO MOTOR
get 20 wins in stage 5

AUTOMAXX MAGAZINE
get 16 wins in stage 4

CAR AUDIO ELECTRONICS
Get 6 wins in stage 3

CHROME AND FLAMEN
Get 27 wins in stage 4

ELABORARE
Get 3 wins in stage 4

GTI MAGAZINE
get 16 wins in stage 5

HOT 4S
Get 18 wins in stage 3

IMPORT TUNER
Get 4 wins in stage 5

MAXI TUNING
get 7 wins in stage 4

POWER MAGAZINE
Get 32 wins in stage 5

SPOILER
Get 11 wins in stage 4

SPORTS COMPACT CAR
get 8 wins in stage 2

STREET CAR MAGAZINE
get 2 wins in stage 3

STUFF MAGAZINE
Get 20 wins in stage 4

S8ER STREET
Get 28 wins in stage 5

SWISS TURNER MAGAZINE
Get 25 wins in stage 5

TURNER
get 4 wins in stage 2

THE URBZ: SIMS IN THE CITY

ENTER IN-GAME

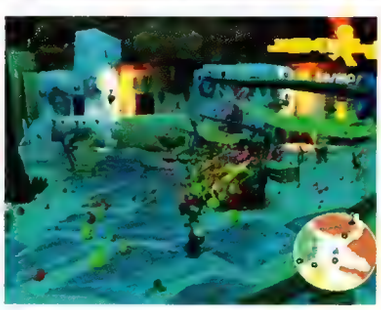
CHEAT GNOME
◎, L1, L2, L2, L1

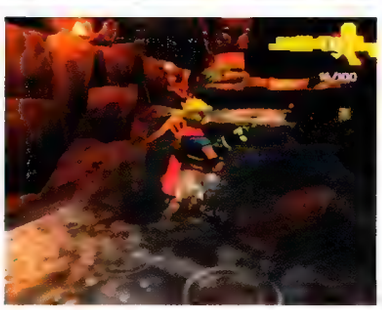
MAXIMUM PHYSICAL SKILL
L1, L1, ↓, ⊗, L3

MAXIMUM MENTAL SKILL
L1, L1, ⊗, ◎, ↑

ACQUIRE SKILL OBJECT
L1, L2, →, →, L3

tips





MAX ARTISTIC SKILL
L3, R3, L1, L2, ◎
RAISE MOTIVES
L2, L1, R1, R2, ←, ◎
POWER SOCIALS
△, R2, L1, ⊗, →
VIEW DEVELOPMENT TEAM
↑, ↓, ◎, ↑, ↓

JAK 3

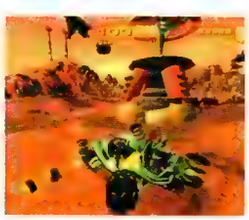
UNLOCK

AUDIO COMMENTARY
5 Precursor Orbs after buying scene players 1-3
BAD WEATHER
5 Precursor Orbs After Act 1-1
BIG HEAD MODE
3 Precursor Orbs After Act 1-1
BLASTER DAMAGE 8GRADE
6 Precursor Orbs After Act 1-9
DARK JAK INVISIBILITY
25 Precursor Orbs After Act 3-11
FAST MOVES
5 Precursor Orbs After Act 1-1
HERO MODE
5 precursor orbs, after finishing the game
INCREASED BLASTER AMMO
4 Precursor Orbs After Act 1-17
INCREASED PEACE MAKER AMMO
4 Precursor Orbs After Act 2-19
INCREASED SCATTER GUN AMMO
4 Precursor Orbs After Act 1-17
INCREASED VULCAN FURY AMMO
4 Precursor Orbs After Act 1-24
INVULNERABILITY
100 Precursor Orbs After Act 3-11
JAK 3 MODEL VIEWER
2 Precursor Orbs After Act 3-11
JAK & DAXTER MODEL VIEWER
2 Precursor Orbs After Act 1-24
JAK 2 MODEL VIEWER
2 Precursor Orbs After Act 2-25
LEVEL SELECT ACT 1
2 Precursor Orbs, buy it after Act 1
LEVEL SELECT ACT 2
5 Precursor Orbs, buy it after Act 2
LEVEL SELECT ACT 3
5 Precursor Orbs, buy it after Act 3
MEGA SCRAP BOOK
2 Precursor Orbs After Act 3-11
MIRROR WORLD
5 Precursor Orbs After Act 1-1
PEACE MAKER INCREASED RADIUS
6 Precursor Orbs After Act 2-19
RATCHET & CLANK GUN COURSES
6 Precursor Orbs After Act 2-12
SCATTER GUN ROF 8GRADE
6 Precursor Orbs After Act 1-9
SCENE PLAYER ACT 1
2 Precursor Orbs After Act 1
SCENE PLAYER ACT 2
2 Precursor Orbs After Act 2
SCENE PLAYER ACT 3
2 Precursor Orbs After Act 3
SCRAP BOOK
2 Precursor Orbs After Act 1-24
SLOW MOVIES
5 Precursor Orbs Act 1-1
SMALL HEAD MODE
3 Precursor Orbs After Act 1-1
TOGGLE JAK'S BEARD
2 Precursor Orbs After Act 1-1
UNLIMITED AMMO
50 Precursor Orbs After Act 3-11
UNLIMITED DARK JAK
50 Precursor Orbs After Act 3-11
UNLIMITED LIGHT JAK
50 Precursor Orbs After Act 3-11
UNLIMITED VEHICLE TURBOS
30 Precursor Orbs After Act 2-25
8GRADE VEHICLE TOUGHNESS
15 Precursor Orbs After Act 2-14
VULCAN FURY DAMAGE 8GRADE
6 Precursor Orbs After Act 1-17

THE INCREDIBLES

ENTER PASSCODES AND UNLOCK THIS LOT:

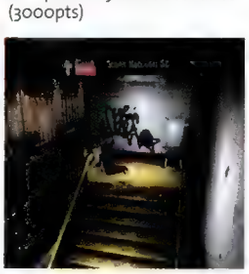
BIG HEAD MODE
Einsteinium
CREDITS SEQUENCE
YourNameInLights
EASIER GAME
BoaPlace
LEVEL SELECT
SpringBreak
REFILL 25% HEALTH
UUDDLRLRBAS
ELASTIGIRL POWERS
Flexible
LAUNCH SHRAPNEL
Dandruf
SMALL HEAD MODE
DeEvolve
SMALL HEAD MODE
DeEvolve
FLASHING OBJECTS
DiscoRules
REVERSE TURRETS
InvertTurret
INCREASED SPEED
DanielTheFlash
SHOOT BEAMS
GazerBeams
INTRO SEQUENCE
Hi
INCREASE DASH
DashLikes
MORE HEALTH
TonyLoaf
MORE INCREDIPOINTS
Showtime
FIRE TRAIL
AthletesFoot



RESIDENT EVIL OUTBREAK: FILE 2

UNLOCK

AIPC AMOUNT SET
Complete End Of The Road (5000pts)
EXTRA BATTLE A-1
Complete any two Scenarios (3000pts)
EXTRA BATTLE A-2
Complete any four Scenarios (5000pts)
EXTRA BATTLE A-3
Complete Extra Battle A-2 (10,000pts)
EXTRA BATTLE B-1
Complete any three Scenarios (3000pts)



RATCHET & CLANK 3

UNLOCKABLES

BIG HEAD AI
20 Skill Points
BIG HEAD RATCHET & CLANK
5 Skill Points
MIRROR WORLDS
30 Skill Points
SECRET AGENT CLANK
15 Skill Points
SHIPS TO DUCKS
25 Skill Points
TIME FREEZE
10 Skill Points

RATCHET & CLANK 3

Locations of all of the game's skill points...

"2002 WAS A GOOD YEAR IN THE CITY"
Shoot down blimps in metropolis.
"AIM HIGH"
Kill ten Skreeducks.
"BASH THE BUG"
Beat Scorpio using only Ratchet's Omniwrecnh.
"BASH THE PARTY"
Kill twenty enemies using the wrench in Blackwater City.
"BE A SHARPSHOOTER"
Snipe ten Tyhrranoids.
"BE AN EIGHT TIME CHAMP"
Beat all Gauntlet challenges.
"BEAT HELGA'S BEST TIME"
Complete her
"BREAK THE DAN"
Wall jump at Qwark's hideout.
"BUGS TO BIRDS"
Beat Scorpio using only Ratchet's Omniwrecnh.
"BASH THE PARTY"
Kill twenty enemies using the wrench in Blackwater City.
"BE A SHARPSHOOTER"
Snipe 10 Tyhrranoids.
"BE AN EIGHT TIME CHAMP"
Beat all Gauntlet challenge
"FEELING LUCKY?"
Win the Jackpot in Holostar Studios. Hint: If they all blow up before you win, leave the planet and return.
"FLEE FLAWLESSLY"
Complete any Gauntlet challenge without taking a hit.
"GET TO THE BELT"
Land on the floating astoroid ring on the Obani Moon. Hint: Go to the highest jump slot (directly behind the ring) and jump on the flashing asteroid.
"GO FOR HANG TIME"
Get two seconds of air time with the Turbo Slider. Turn around and go off the giant sand hill at a slight left angle and this will be no problem.
"HIT THE MOTHERLOAD"
Collect all 101 Sewer Crystals. This cannot be done until you have the gravity boots.
"LIGHTS, CAMERA, ACTION!"
Destroy five floating cameras during any Gauntlet challenge. Hint: Just pull out your N60 Storm and fire one shot to take a camera out.
"MONKEYING AROUND"
Hit Scrunch the monkey with Ratchet's Wrench. Hint: Run the opposite way and then long jump followed by a quick slash to hit him.
"SEARCH FOR SUNKEN TREASURE"
Blow up 40 underwater crates on planet Aquatos.
"SET A NEW RECORD FOR QWARK"
Beat vid-comic issue 1 in under 2:40. Ignore Tokens and take as many short cuts as you can. Do the same for the others.
"STAY SQUEAKY CLEAN"
Complete the path of death without taking any damage.
"YOU BREAK IT, YOU WIN IT"
On Koros in the Robot base use the Bolt Grabber V2 to destroy all breakables. After a certain amount of destruction you will get the skill point.

Pro Tips

TRAINING YOU IN THE DARK ARTS OF PS2

ACTION REPLAY CODES

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2

You must enter the M code first for these codes to work.

NEED FOR SPEED UNDERGROUND 2 (M)

D4V2-JXWU-33VA2
F3NK-YG7V-1GJR3
2DWY-BY6Q-09E34
ZAB0-VVXP-ZHAKP
NW41-Yo C0-05U6D
B7JG-G7JE-TT823
VXFW-ZRE3-TBJA7
UPP1-7Q41-RDXT1
UK85-JZ1C-JBQW8
YoJW-7028-FWU18
9QZo-8D2W-TQK58
U6K9-GH36-BGYXE
XTVG-JMZX-3HYFT
DQ6G-4E9A-R7W93
8GBX-RUP4-ZPPXP
03AH-5PBC-9K2T7
ZZ3P-G57U-G51Fg

STUPID AI
Press L3 to activate and R3 to stop. This doesn't work in dragster mode.
U109-NHDE-0TBZQ
BXP1-AFBZ-W7302
A2AF-UAVR-EHZVo
CC6C-2XKX-4YPTE
49FE-QAP3-18WB7

MAXIMUM RACE ENTERED
CT2R-EYoW-UNNEC
88EB-NZ7N-QD2TT

MAX MONEY SPENT ON CAR
R384-oC3o-AY7P5
UFKY-5J37-GWQA2

MICRO MACHINE VIEW
JAQR-3G5U-A948M
oYH2-VHEU-A3GEU
H1Zo-465A-YC1YM
84CY-DFH8-BUAX3

HYPER MODE
Press ⊗ and ↑ to activate.
M3RK-8oHK-T7NTP
BEMA-HC5M-MHXMV
7BJ2-H8UK-ZR7oQ
5YH3-CoGW-JNMGF

SLOW MOTION
Press ⊗ and ↓ to activate.
40FA-GVPF-X1A53
RA5Q-1JJU-3J5Po
7U8D-NAVW-QJTUV
5YH3-CoGW-JNMGF

NORMAL SPEED
Press ⊗ and ← to activate.
C23T-MDWG-9NKN3
8B4Q-PPWV-2QEM6
6071-P83W-M6W3C
K1WR-GCYN-T821T

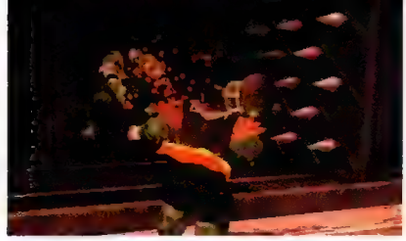
THE URBZ: SIMS IN THE CITY (M)

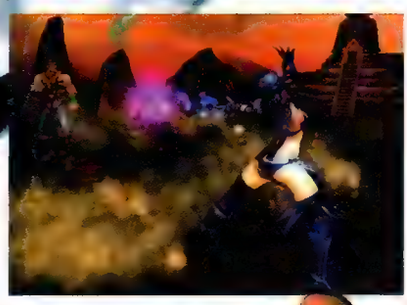
MK9K-JQ76-oTDQ8
XZNX-FANH-JEVD2

BUY 1 ITEM FOR 999,999 CASH
78TU-K7TJ-THTVD
C7UV-VE4J-MUUXV
Q8HF-oKF1-BTKK8

DISPLAY ANIMATION NAMES
2KHM-JZNN-FBK04
VFGX-VZMU-8286Q

HAVE ALL OBJECTS IN INVENTORY
V3Q2-KE6o-D4U1P
JYJY-oYK6-B15JB





MORTAL KOMBAT: DECEPTION

FATALITIES

ASHRAH
FATALITY 1
↓,↓,↑,↑,Ⓐ (Close)
FATALITY 2
→,↓,→,↓,Ⓐ (Sweep)

BARAKAH
FATALITY 1
Ⓐ,↑,↓,Ⓐ (Close)
FATALITY 2
→,↓,←,→,Ⓐ (Sweep)

BO RAI CHO
FATALITY 1
↓,↑,→,→,Ⓐ (Sweep)
FATALITY 2
↑,←,→,⊗ (Sweep)

DAIROU
FATALITY 1
↓,↑,←,←,Ⓡ (Sweep)
FATALITY 2
↓,↓,←,◎ (Close)

DARRIUS
FATALITY 1
↑,↓,←,→,⊗ (Sweep)
FATALITY 2
↓,↓,←,⊗ (Close)

ERMAC
FATALITY 1
↓,←,←,↓,⊗ (Sweep)
FATALITY 2
←,↓,←,↓,◎ (Sweep)

KABAL
FATALITY 1
→,↑,↑,↑,⊗ (Close)
FATALITY 2
↑,↑,↓,↓,Ⓐ (Close)

KOBRA
FATALITY 1
↓,←,→,↓,◎
FATALITY 2
→,↑,↑,↓,⊗ (Sweep)

EXTRA BATTLE B-2
Complete any 5 Scenarios (5000pts)

EXTRA BATTLE B-3
Complete Extra Battle B-2 (10,000pts)

HARD MODE
Complete End Of The Road (2000pts)

INFINITY MODE
Complete all Scenarios in Very Hard difficulty (50,000pts)

NIGHTMARE MODE
Complete all Scenarios in Very Hard difficulty (10,000pts)

VERY HARD MODE
Complete all Scenarios in Hard difficulty (3000pts)

AL AND AL C
Complete Flashback Scenario (4000pts)

ARNOLD U.B.C.S
Complete End Of The Road Scenario on Very Hard (5000pts)

AUSTIN
Talk to him in Observation Deck, then talk to Patric or Lloyd (4000pts)

AXEMAN AND AL B
Complete Flashback Scenario on Very Hard mode (8000pts)

BEN BERTOLUCCI
Complete Desperate Times Scenario (3000pts)

CARTER
Complete End Of The Road Scenario (3000pts)

DOROTHY
Complete Flashback Scenario with Good ending with any character (5000pts)

MARVIN BRANAGH
Complete Desperate Times Scenario with Kevin type only (4000pts)

MS. WHITE, MS. PEACE AND MS. WATER
Obtain ALL 260 SP items! (50000pts)

NATHAN AND SAMUEL
Complete Desperate Times Scenario on Hard mode (4000pts)

PATRIC & LLOYD
Complete Wild Thing Scenario (3000pts)

REAGAN AND REAGAN B
Complete Flashback Scenario with an Illusion ending and complete the sub-quest (3000pts)

RINDA
Complete End Of The Road Scenario with good ending by bringing her to the helicopter (4000pts)

RITA
Complete Desperate Times Scenario on Very Hard with any character (6000pts)

RODRIGEZ U.S.S.
Complete End Of The Road Scenario (5000pts)

WWE SMACKz! VS. RAW

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PRO DOJO

Are YOU better than *the best*? Our NEW Dojo is proving more popular than ever. Add your name to the rollcall of greatness!

First of all, thanks for all your entries thus far. We're still amassing them and we're going to sift through the pile for the first fresh Dojo rankings next month. You still have time, so get your entries in. It's easy, and you can win new games thanks to our friends over at Konami. Help us make the video pile bigger and make yourself famous and you could bag the first *MGS3* and *PES5* in the process. If you're quick, you'll be in next month's issue and you can start collecting points. Start recording and enter today.

YOUR CHALLENGES ARE...

Unbeatable at games? Put YOUR high scores to the test against team PSM2!

CHALLENGE #1

10 Points

BURNOUT 3

WE WANT

Your highest Crash Mode scores.

RULES

Tape your highest score on 'Cross Traffic'.

Cross Traffic is nice and early, so there's no excuse for not having a pop at this, reckons Dan G. Send us your best run on tape now!

THE BEST SCORES

YOUR NAME HERE	10,000
YOUR NAME HERE	10,000
YOUR NAME HERE	10,000
YOUR NAME HERE	10,000
YOUR NAME HERE	10,000

CHALLENGE #2

10 Points

KILLZONE

WE WANT

Win a 10 minute death match against 10 bots.

RULES

No cheats, any level, any weapon set.

Dan D says battle against the clock and a crowd of bots. Oh, and make sure they aren't set to the lowest difficulty. Cheats.

THE BEST SCORES

YOUR NAME HERE	10,000
YOUR NAME HERE	10,000
YOUR NAME HERE	10,000
YOUR NAME HERE	10,000
YOUR NAME HERE	10,000

CHALLENGE #3

10 Points

PRO EVO SOCCER 4

WE WANT

Most goals in the first season of Master League.

RULES

Must be on 5 star difficulty, any team.

You must use five stars, in ML DEFAULT Players mode. And don't try any cheeky editing – we can tell by just looking at the player AI.

THE BEST SCORES

YOUR NAME HERE	10,000
YOUR NAME HERE	10,000
YOUR NAME HERE	10,000
YOUR NAME HERE	10,000
YOUR NAME HERE	10,000

CHALLENGE #4

10 Points

THUG 2

WE WANT

Your highest score on the Australia level.

RULES

Any skater, no stat upgrades.

Use a bog-standard pro skater and rack up a mighty score. Keep it mixed. Andy doesn't want 20 minutes of flatland repeats.

THE BEST SCORES

YOUR NAME HERE	10,000
YOUR NAME HERE	10,000
YOUR NAME HERE	10,000
YOUR NAME HERE	10,000
YOUR NAME HERE	10,000

CHALLENGE #5

10 Points

DEF JAM: FIGHT FOR NY

WE WANT

Your quickest victory against Busta Rhymes.

RULES

No subway matches, any fighter, any arena.

Busta (or 'Magic' as he likes to be called) is a toughy, so Jorin wants you to KO him with as little fuss as possible, which is no mean feat.

THE BEST SCORES

YOUR NAME HERE	10,000
YOUR NAME HERE	10,000
YOUR NAME HERE	10,000
YOUR NAME HERE	10,000
YOUR NAME HERE	10,000

MOMENT OF THE MONTH!

Of all the tapes we received this month, this one impressed us the most...

20 Points

WE'LL MAKE YOU FAMOUS!

This section is reserved solely for whoever impresses us the most each month. If you've muscled through a game mode in double-quick time, found a stunning shortcut or simply done something freaky in a game, you'll be featured here. Best of all, your imagination is rewarded with double points (20).

YOUR GAME HERE!

INSANE CHALLENGE OF THE MONTH

THIS MONTH: SAN ANDREAS

15 Points

The section where we get you to do fun things for kicks.

Start a new game and swim over to one of the unlocked areas (Bone County might be your best bet). When your stars shoot up to four, take the car of your choice and see how long you can last against the SAPD's finest. If you're feeling particularly mental, try scaling Mt. Chilliad with SWAT teams constantly on your ass.

LAST MONTH'S WINNER DANIEL DAWKINS

CHALLENGE ZONE

grand theft auto San Andreas™

10 Points

SHOW US WHAT YOU'RE MADE OF

The possibilities are endless in PS2's greatest game...

This bit of the page is 'specially reserved for YOUR *San Andreas* action. We're after insane stunts, crazy events, physics abuse, extreme customization, secrets and pretty much anything you can record. The top four every month earn 10 bonus points. Check page 24 for some ideas to get you started.

LEADER BOARD

1. **DANIEL GRIFFITHS** – 50 points
2. **DANIEL DAWKINS** – 40 points
3. **NATHAN** [illegible]
9. **WINDOW CLEANER** – 2 points
10. **POSTROOM TED** – 1 point

HOW SCORING WORKS

Points are clearly labelled – so you get 10 points for winning a challenge, while second place earns 8, third earns 6, fourth earns 4 and fifth earns 2. Our special sections are worth more – up to 20 points – ie. double – and get you on our DVD directly.

BLOKE

BUBBLING UNDER...

The Cleaners ..... 1 point
The Cleaners ..... 1 point
The Cleaners ..... 1 point
The Cleaners ..... 1 point
The Cleaners ..... 1 point
The Cleaners ..... 1 point
The Cleaners ..... 1 point
The Cleaners ..... 1 point
The Cleaners ..... 1 point
The Cleaners ..... 1 point

CHALLENGE #1

10 Points

SSX 3

WE WANT

- Your fastest Peak One Jam time.

RULES

- Must use character with no stat upgrades.

Make your way down the Peak One Jam with a basic character. Can you clock it in less than six minutes? Shortcuts are the key.

THE BEST SCORES

YOUR NAME HERE 10,000
YOUR NAME HERE 10,000
YOUR NAME HERE 10,000
YOUR NAME HERE 10,000
YOUR NAME HERE 10,000

CHALLENGE #2

10 Points

SINGSTAR PARTY

WE WANT

- Your highest score for 'Gold' by Spandau Ballet.

RULES

- One or two players, highest difficulty setting.

This is a hard song, but also an excellent one, so enjoy yourself and aim for more than 7000 points. It's rock solid, believe us.

THE BEST SCORES

YOUR NAME HERE 10,000
YOUR NAME HERE 10,000
YOUR NAME HERE 10,000
YOUR NAME HERE 10,000
YOUR NAME HERE 10,000

CHALLENGE #3

10 Points

SMACKDOWN! VS RAW

WE WANT

- Finish a Royal Rumble with one character.

RULES

- Hard difficulty setting, any wrestler.

Knock through slabs of sweating men with just a single character to pass this challenge. Top tip; use someone big like The Undertaker.

THE BEST SCORES

YOUR NAME HERE 10,000
YOUR NAME HERE 10,000
YOUR NAME HERE 10,000
YOUR NAME HERE 10,000
YOUR NAME HERE 10,000

CHALLENGE #4

10 Points

SOUL CALIBUR 2

WE WANT

- Finish arcade mode on hard double quick.

RULES

- Any character, vary your move set.

This classic brawler requires thumbs of steel. Can you tear through arcade mode in under five minutes? Show us your skills.

THE BEST SCORES

YOUR NAME HERE 10,000
YOUR NAME HERE 10,000
YOUR NAME HERE 10,000
YOUR NAME HERE 10,000
YOUR NAME HERE 10,000

LOOK-A-LIKES

We want your photos and created characters – does your dog resemble Dante? Think your mum looks like Dhalsim? Post us the evidence!

THIS MONTH...

Uncle Albert
Bamboozled Ex-Sailor

5 Points

The End
Half-dead sniper man

from Grant Barter, via email
"Now we know what he meant when he said 'When I was in the war...'"

HOW TO ENTER

Be good at a game. Try to be original. We want to see your most amazing achievements.

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FILL IN THIS FORM!

PSM2, PRO DOJO, FUTURE PUBLISHING, 30 MONMOUTH ST, BATH BA1 2BW

Challenge 1 ..... Challenge 2 .....
Challenge 3 ..... Challenge 4 .....
Challenge 5 ..... Challenge 6 .....
Challenge 7 ..... Challenge 8 .....
Challenge 9 .....

I also include (eg. Moment/Insane Challenge of the month)

.....

Name: ..... Age: .....
Address: .....
.....
.....
.....

I enclose...

☐ A photograph (with name on back) ☐ A video

ON THE DVD

We'll compile the best scores on our DVD every month so you can share the wealth – marked with this DVD symbol.

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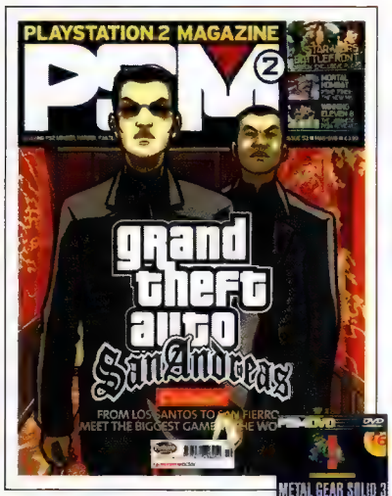

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PREVIEWS include: Call of Duty **REVIEWS include:** Killzone, NFSU2 and THUG2 **PLUS:** MGS3 on DVD!

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STOP PRESS: FAR CRY EXPOSED ON PS2! LEGO STAR WARS CLICKS INTO PLACE! PLUS PSM2'S 2005 SPECIAL!

Next

WE DO IT ALL OVER AGAIN. DO NOT MISS THIS!

PSP

We've got it! Get the first verdict on the Japanese launch line-up and hardware. And brace yourself for some shocking details about the UK launch price...

MIDNIGHT CLUB 3: DUB EDITION

Rockstar's pimped out racer is primed to steal the underground from EA's rude rides – read the FIRST review in PSM2.

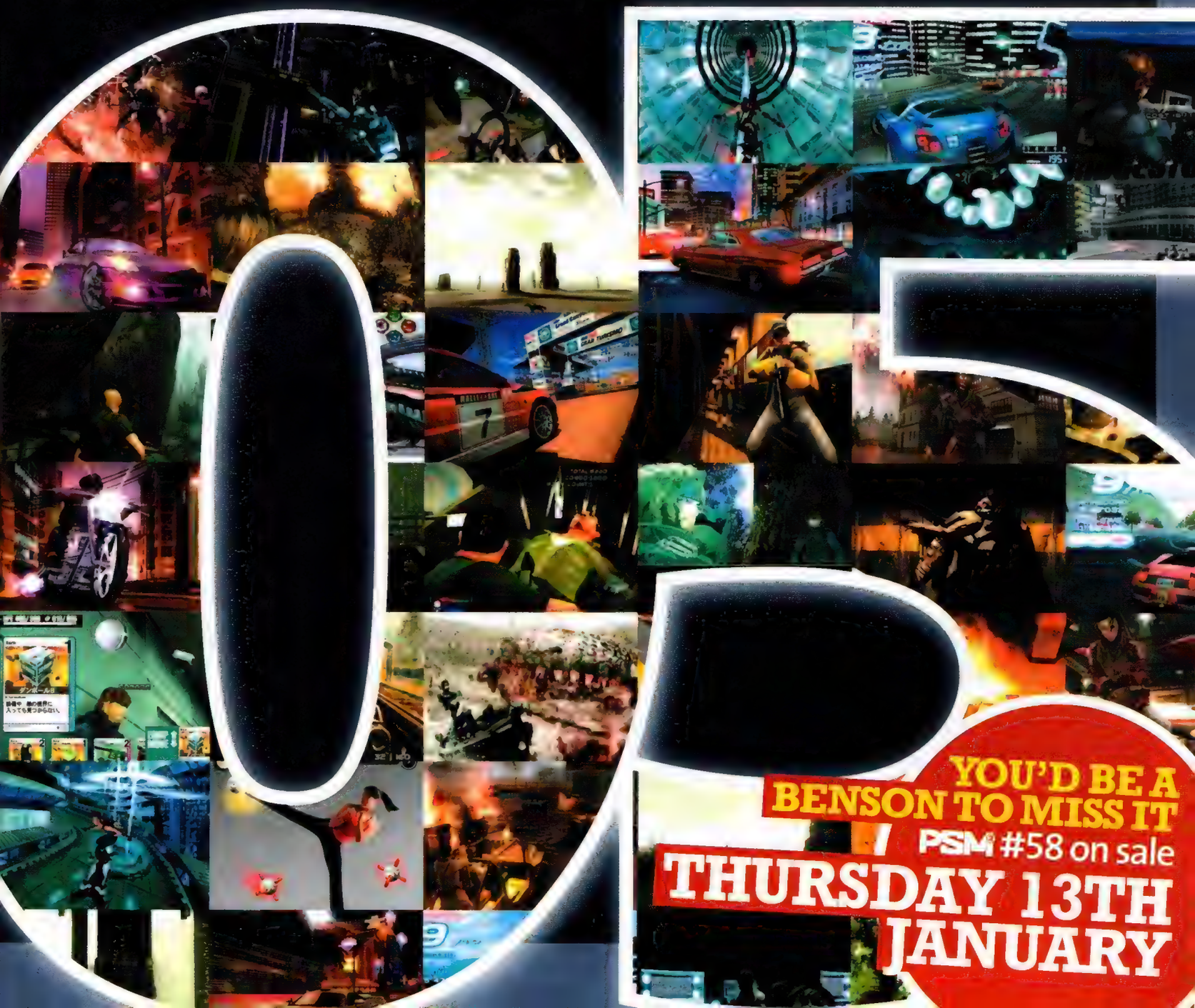
RUMBLE ROSES

Two ladies. Fighting. In mud. In their underpants. Exciting? Hugely. Good? Grapple the naked truth in next month's review.

You want more?! Of course we've got more! Expect hands-on with *Splinter Cell: Chaos Theory*, reviews of *Mercenaries* and *Shadow of Rome* plus 2005's hottest games revealed!

Month

Be the FIRST to know about 2005's BIGGEST GAMES. PLUS! The truth THEY tried to hide in PSM2's ultimate 2005 games preview!



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PSM2

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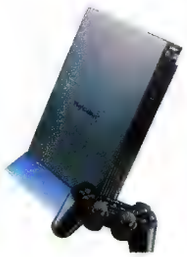

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METAL GEAR SOLID 3: SNAKE EATER

The *real* script!

Stop the presses! Whadda find we've got for *you* – nothing less than the original script for the opening scenes of *MGS: Snake Eater*! Forget the intro on this month's DVD; this is the REAL DEAL! Respected screenwriter Bernie Schminklestien was commissioned by Hideo Kojima to produce the first draft of the script, but it was later rejected by the great man for being 'too much like two real people actually talking to each other' and 'made Snake sound like a bum lord'. Here's the opening draft of Bernie's altogether more realistic *MGS3* intro...

MGS3

Introduction

MAJOR TOM SPEAKS TO SOLID SNAKE AS HE PARACHUTE DROPS INTO THE JUNGLE

Major Tom: The head of the CIA has finally given us the green light for the Virtuous Mission.

Snake: Virtuous Mission? Sounds like some kind of initiation ritual.

Major Tom: Yes... Suppose... Anyway, a soviet scientist has requested asylum – Nikolai Stepanovich Sokolov. He's head of the OKB-754 Design Bureau. Which you've never heard of. So don't pretend that you have.

Snake: Solokov? Isn't he a rocket scientist?

Major Tom: It's Sokolov. But yes, OK. He is. In 1961, the Soviets achieved the first manned space flight in history.

Snake: The Earth was blue, but there was no God.

Major Tom: What? Err... Anyway, it seems he'd become afraid of his own creations.

Snake: Afraid?

Major Tom: Yes. Sorry, but can you hear me OK? You seem to be repeating everything I say. Anyway, I helped him defect, back in the day – and a few weeks later the Cuban Missile Crisis happened. We had to make a deal with the Soviets, though, in order for them to get their missiles out of Cuba.

Snake: You mean the one where the US agreed to remove its IRBMs from Turkey?

Major Tom: No! Listen! Missiles? Cuba? Right, where was I?

Snake: The US agreed to remove its IRBMs from Turkey?

Major Tom: Jesus! I bet you don't even know what IRBMs are, anyway! Stop distracting me, you shagwit! So then. Missiles. Where did I get to?

Snake: Turkey?

Major Tom: NO! [Mops forehead with handkerchief]. Look, they were going to get rid of their IRBMs anyway. They were obsolete, see. It was a ruse.

Snake: So what did the Russians really want?

Major Tom: They wanted us to return Sokolov.

Snake: You mean the Russians pulled out of Cuba just to get us to return Solokov?

Major Tom: What did I just say? Why are you repeating things to me that I've just told you? Hello-o-o, McFly! Jesus on a garibaldi, this is getting tiresome. [Places head in hands and sighs heavily.] Yes. So we returned him to the Soviets to avert nuclear war, and since then, he's been working on whatever weapon he was developing previously. And it's Sokolov.

Snake: What kind of weapon is it? Something to do with space rockets?

Major Tom: No. Missiles! HA! You tried to second guess me and got it wrong! WRONG!

Snake: Same technology...

Major Tom: Well, yes, alright, I suppose so. There's no need to be pedantic. [Sighs.] It appears to be some kind of nuclear device. For half a year now, the Soviets have been conducting frequent nuclear tests at Semipalatinsk...

Snake: Something to do with the weapon, I assume.

Major Tom: Well, obviously! What did you think it was about? A rogue Spetsnaz officer stealing giant amphibious bipedal robots in order to rule the world on behalf of his artificially intelligent grafted arm cloned from a super soldier created as part of the abandoned Les Enfants Terrible project? Just let me finish, will you? Anyway, yes, and it's something so big that Krushchev was willing to pull out of Cuba to continue developing it.

Snake: So is Solokov still in the facility?

Major Tom: SOKOLOV! And don't be a dumbass! He's in Tselinoyarsk, a place in the mountains three miles to the west, known as 'the virgin cliffs'.

Snake: Virgin cliffs?

Major Tom: Yes! Yes, yes, YES! I JUST SAID THAT! Didn't I? DIDN'T I? [Major Tom starts gently weeping.]

Snake: Nice name for a Virtuous Mission.

Major Tom: What? Oh right, 'virtuous', 'virgin'. Brilliant... Right, well, he was moved there recently as they're field-testing the weapon. It's our best chance to get him back – not that we stand a frikkin' chance with you on the job!

Snake: On the job?

Major Tom: [Shouts to unseen assistant] Oh bollocks to it, just nuke the entire jungle. I'm going for a lie down...

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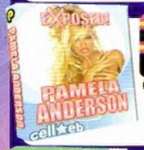

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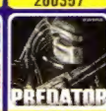

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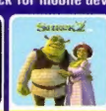

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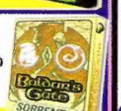

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NOVEMBER RAIN - guns n roses	112596	122596

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SANDSTORM - darude	111290	121290

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HEAVEN - dj sammy	112229	122229
IN DA CLUB - 50 cent	112440	122440
DILEMMA - nelly feat. kelly rowland	112221	122221
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CRAZY IN LOVE - beyonce knowles	112707	122707

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CHILDREN - robert miles	111361	121361
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LAZY - x press 2	111897	121897
MY VISION - jakatta feat. seal	112169	122169
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REGGAE	MONO	POLY
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CONFESSIONS PART 2 - usher	114219	124219
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MOVE YA BODY - nina sky feat jabba	114218	124218
HOTEL - cassidy feat r kelly	113514	123514

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NOTHING I WON'T DO - special d	114411	124411
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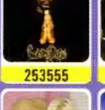

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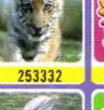

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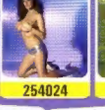

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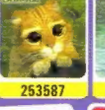

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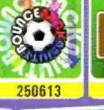

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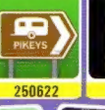

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